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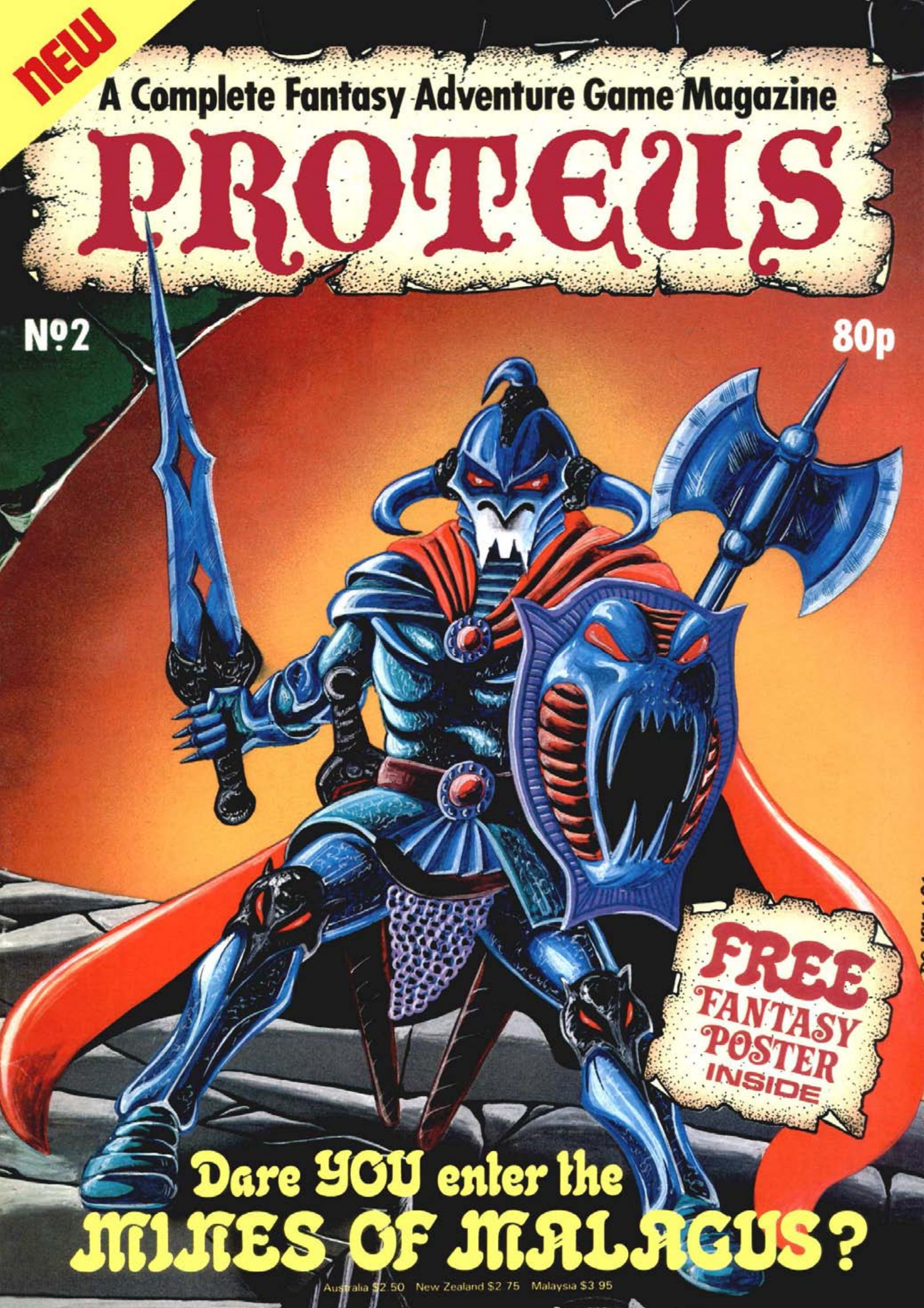

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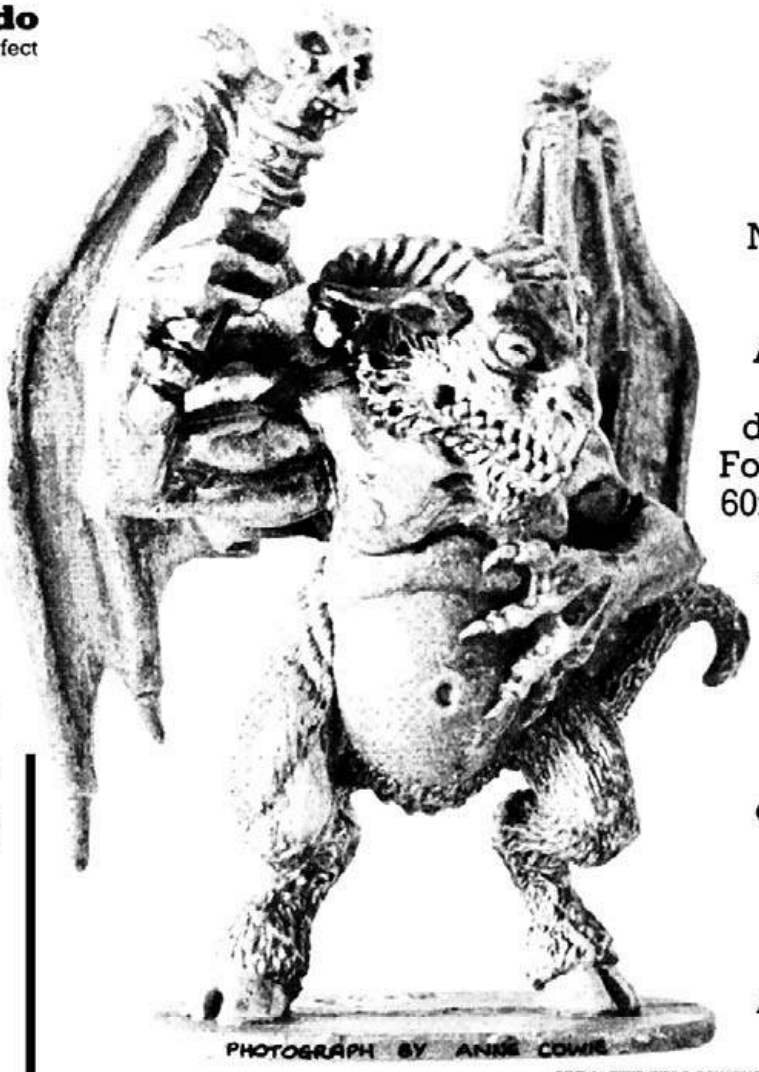

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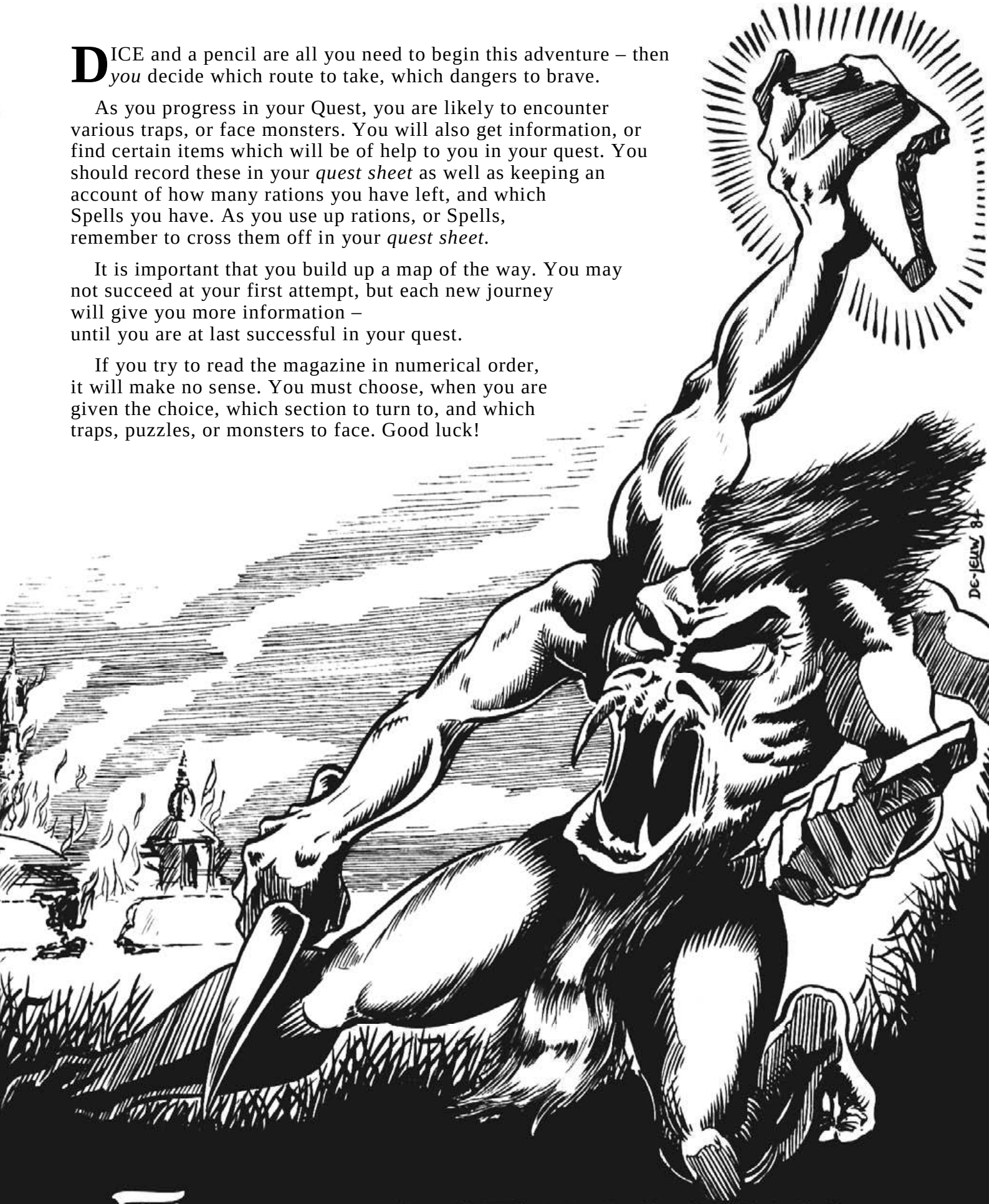
226 Hunting Horror of Nyarlathotep
227 Great Race of Yith

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left, and which Spells you have. As you use up rations, or Spells, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!



THE MINES OF MALAGUS

by Viki Llundsbrand

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Introduction

IN THIS ADVENTURE, only your own Dexterity, Strength, and Courage may see you through. Below, you will discover – with a little luck
– how swift, strong and brave you are.

You will need two dice – these are given free with this issue of *Proteus* – a pencil, and several sheets of paper. Use the pencil and paper to draw a map of your progress: you may not succeed at the first attempt, and the map will be useful in future attempts.

You will need to record your scores for Dexterity, Strength and Courage: these are determined by the dice, as explained below.

There is a Quest Sheet, printed overleaf, with headings for you to write these scores down. There are also headings for you to make notes of any Spells you have, secrets learnt, and items discovered. Keep a record of these as you progress in your quest.

Dexterity, Strength and Courage

Roll one dice. Add 8 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score: a measure of your swordsmanship and agility.

Roll two dice. Add 15 to this number. This is your *Strength* score. Make a note of it on your Quest Sheet. This is a measure of your fitness, stamina, and prowess in battle.

Roll one dice. Add 6. This is your *Courage* score. Make a record of it on your Quest Sheet. It is a measure, as the name suggests, of your bravery in the face of danger.

These *Initial* scores may never be exceeded. They will change during the course of an adventure – sometimes you will lose points, sometimes gain them – but the *Initial* levels, determined by the dice rolls, are the maximum allowed for any particular adventure.

You may prefer, before you begin your adventure, to use the Quest Sheet printed overleaf simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Rules for fighting

As you progress in your Quest, you will sometimes have to fight creatures of some sort. Each creature will have its own Dexterity and Strength score, given in the text. Make a note of these when you meet the creature.

To resolve a battle:

1. Roll two dice, and add the creature's Dexterity score. This is its *Fighting Power***.**

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power.*

3. If your *Fighting Power* is greater than the creature's, you have scored a blow with your sword and wounded it. Subtract two Strength points from its Strength score at that moment. If the creature's *Fighting Power* is greater than yours in this round, it has wounded you. Subtract two points from your current Strength score.

If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death.

Losing and gaining points

In some sections, you will be awarded extra points. (For example, you may read, "Gain 2 Strength and 2 Courage points.") You add these to your current Strength and Courage scores: but remember, these scores may never exceed their *Initial* values.

When you lose points (for example, "Lose 1 Dexterity point and 3 Strength points."), you simply deduct these from your current scores.

Replenishing your Strength

You take with you enough food and drink for *five* meals. Make a note of these rations on your Quest Sheet. You may stop for a meal at any time during your adventure, except during a battle. Eating a meal restores 5 Strength points.

When you stop for a meal, add 5 points to your current Strength score and deduct one from the number of rations remaining to you.

You will also learn, shortly, about the Spell of Healing. This Spell will restore your Strength score to its Initial value – it is a valuable Spell, and since it will work only *once* during your adventure, think carefully before you use it.

Quest Sheet

Dexterity

Strength

Courage

Rations

Spells

Items Discovered

Secrets Learnt

Your Quest Begins...

YOU are an adventurer, travelling the land with your sword and shield, in search of challenges. But you have had little success since your last quest. For twenty days and nights you have walked. Your gold pieces bought you shelter for the first fifteen nights, but now you are living off the land. Berries, roots, and nuts have been your only food, and you are becoming desperate. You have walked, by your reckoning, over two hundred miles, but there has been no sign of any kind of civilisation: the land is flat, empty, hard, and untilled. There are no villages, no single person has passed you on your travels. You stop by a wide stream – using a stick to test for depth, you find it is shallow, and wade across. On the other side, you are on a well-made road, and are about to continue on your way when you see that there is a rough path off to your left.

The new path is straight, but appears to end at the top of a ridge about half a mile away. Curious, you take the path. It is poor, dusty, and rutted, and has obviously not been used for some time.

You reach the brow of the ridge, and see that the path takes two ways. To the East, there is nothing but yet more barren land; however, to the West, you can just make out what appears to be a village, and you go that way.

You are weary when you finally arrive at the village. A wooden sign as you approach tells you that the village is called K'alkith, and you press on, hoping that some kind person will offer you food and rest.

You go into the first tavern you find: it seems strangely quiet for such a place, and you ask the landlord why the place is so gloomy. All the while, you can see that there is fine home-made bread, cheese, ale, and a variety of meats on display. Your stomach is aching, and you explain to the landlord that you are strong and healthy, and prepared to work for your living.

The landlord eyes your sword. "That must be worth fifty pieces of gold," he says. You grasp the hilt, and tell him that it is not for sale. However, you add, it could be for hire. You tell him that you earn your living by your sword, that you are a warrior, and also know something of magic. The landlord looks at you askance. "Another?" he asks. "You are going to enter the Mines of Malagus?"

You at once ask him for more information, but he becomes restless. You see sweat break out above his eyes. He gives you a drink, and some bread. "Take this food and drink, Stranger," he says, "and leave. The Mines of Malagus are not for mortals. Six of our bravest have tried to recover the headstone, but none has returned."

You are intrigued. You ask again for more information, but the landlord becomes sullen. "Drink up," he tells you, "and go on your way. Our village has six grieving families. We do not want you on our conscience as well." You explain again that you earn your living by such quests, and the landlord finally relents. "Very well," he says, "if you are determined. You must talk to the Wizard Nytrak. He is in his house at the end of this street, but may not welcome you into his home – he is wary of Strangers.

"Ask him about the headstone and the Mines of Malagus."

In the gathering dusk, you walk to the end of the street. On either side, the houses are shuttered and dark, but one has a lantern in the window. You push cautiously at the door and it opens. You walk into a small, square room. There is a man sitting on a plain wooden chair. His features are indiscernible, his skin sagging with age.

"Welcome, Stranger," he says, his voice cragged and grating. "Will you eat?"

You sit gratefully at the table and he brings out his fare. The old man moves badly, and you have to help him. But you eat well, while the old man says nothing, and finally you pluck up the courage to ask him about the Mines of Malagus, and the headstone that the landlord had told you of.

"I am Nytrak," grates the old man. You cannot see his eyes, but you are sure he is watching you. "However, you know this already. I am now in my six hundredth year, and soon I shall return to the place that is called Lillifreth. It is what you call burial." He sighs. "I have apprentice Wizards, of course, but none has yet truly mastered the arts of power, magic, and reason."

You ask about the headstone, and the mysterious Mines, and Nytrak becomes cautious. He leans back in his chair and looks at you. "A thousand years ago," he tells you, "there was a Grand Wizard called Kaokah. He ruled K'alkith

well and wisely, and used his magic to deter the people of Dagraig from trying to conquer our village. But, the day that Kaokah was buried, his headstone was stolen. The Night Beasts took it: they are headless creatures, their features in their chests. The Night Beasts carried the headstone of Kaokah to the land of Dagraig, meaning to take it to Malagus.

"But then the Night Beasts quarrelled over which of them should take the headstone to Malagus. They fought, and finally the marble headstone was broken into three parts. All three parts are now in the Mines of Malagus. But none can be recovered alone. You will know them by the faint blue light that they give off. However, if any *one* piece should reach daylight, it will crumble to dust, and will re-form in the place it was taken from in the Mines. This is true also of any two pieces."

He pauses: "All three must be recovered in the Mines, and put back together as the original headstone. Then, when it is brought out into the daylight, the headstone, whole again, will confer truly great powers upon its owner."

He looks at you: "The creatures of Dagraig have tried many times to bring back the complete headstone to Malagus. And our own strongest have tried – for it is a great prize. If we recover the headstone, our village will be magically protected from marauders. But if the Dagraigs find it, there will be a reign of terror such as never before."

He looks at you again. You guess that he is thinking that you do not seem strong enough, and you tell him that you have succeeded in perilous quests before, when others have failed. He asks what you would do, if you were to recover the headstone, and you tell him that you would bring it to him.

He considers this for a long time, before he seems satisfied. He gives another deep sigh. "I fear for you, Stranger," he says. "The Mines are treacherous, deep and fearful; there are creatures there such as you have never seen before. You will need all your wits and skill."

He shambles to the back of the room, and opens his larder. "Take as much food and drink as you wish," he tells you; and you make up five nourishing packages. These will be your rations for the quest ahead. Nytrak turns back to you. "I cannot give you all the powers of a Grand Wizard," he says, "but take these three spells. They may, if you use them wisely, aid you in your quest. But take notice: each spell works only *once."*

He tells you that you will have to learn the words for the first two spells, and brings over a piece of parchment.

"The first spell," he explains, "is called the Light of Darkness. You have only to point your finger at an enemy, and he will be enveloped in darkness. Use it wisely." He shows you the parchment: there are four strange words on it, in an unfamiliar language. However, you memorise them.

"Second," continues Nytrak, "is the Spell of Healing – when you are injured, this will cure your wounds." Nytrak shows you a second set of strange words. You may use this spell at any time, except during a battle: it restores your Strength score to its Initial level – but again, it will work only *once.* Then he hands you a length of tough cord. "Should you meet the Crocotta," he says, "this will tame it."

He looks at you with what appears to be sadness, or perhaps it is a faint smile. "I wish you well," he says, "and not only my good wishes, but those of all the village go with you." He hands you a lantern. "You will need this," he says. He explains that the entrance to the Mines is but a short distance away, no more than a mile due North. You buckle on your sword and shield and leave, taking the road North. You realise, as you walk, that the villagers are standing in the streets to watch your departure, and you turn briefly to wave. Then you press on North.

The path is straight, passing between craggy rocks on either side. The rock-faces become steeper, and the path narrower, until you reach a dead-end. You begin searching the rock-face in front of you, until you see what appears to be a cave. Lighting your lantern, you enter. The lantern casts a fine light, and you walk confidently forward – but then stop; there are eerie, groaning sounds in the air, and as you watch, the rocks themselves appear to be coming to life. It seems for a moment that there are monstrous faces surrounding you. But then you draw your sword, and, ignoring the terrible shapes that grow out of the rock walls, you move resolutely on.

Now read on....

Hunter

1

The tunnel slopes downwards quite steeply, going due North. Your lantern affords enough light for you to see your way, and you press on. The walls of the Mines are of smooth black rock, damp and cold. There are stalactites hanging from the rock, and you move warily. The air is cold and damp, and you wonder how far this passage extends – until you discover that you are at what seems to be a dead-end.

Directly ahead of you, and on either side, are smooth rock walls; but set into each is a handle. If you are to get any further at all, you will have to try pulling one of the handles. Will you pull the handle on the wall facing:

North?	Turn to **47**
West?	Turn to **190**
East?	Turn to **108**

2

You have gone only a short distance before the passage ends and you must decide whether to go East or West. Will you go:

East?	Turn to **180**
West?	Turn to **36**
Back North?	Turn to **143**

3

You go North for only a short distance before you see that there is a new way off to your right. Will you:

Continue North?	Turn to **193**
Try the way East?	Turn to **163**
Go back South?	Turn to **71**

4

You arrive at another junction. Will you now:

Continue East?	Turn to **197**
Go back West?	Turn to **37**
Try the way South?	Turn to **170**

5

There are ominous rumbling noises as you walk, and then pieces of rock begin flying out at you. The floor shakes, and the roof looks about to collapse. You struggle back out of the noise and dust, but it costs you 3 Strength points. If you are still alive, you stagger back to the junction; will you now go:

East?	Turn to **159**
West?	Turn to **92**

6

Shortly, you see that there is a new tunnel North. Will you now:

Continue East?	Turn to **173**
Try the way North?	Turn to **35**

7

The tunnel West is wide and high, and you make good progress until quite soon you reach a junction. Will you:

Go North?	Turn to **62**
Go South?	Turn to **64**

8

You step over the dead GOLGOTH and follow the passage East. It very soon turns South and after a short while, East again. After walking a few paces East, your way is barred by a door with a single lever in it. Turn to **10**.

9

The passage North is straight, and the mine in good condition. Your lantern enables you to see quite well, and you make good progress. Turn to **80**.

10

You pull cautiously at the lever, and the door swings easily open. You go through, and follow the passage East for a short distance, until the passage turns North. On your left, a few paces down, is a door, but there are no handles or levers, so you take the way East. In the distance you can see daylight. Turn to **67**.

11

As the BRIMGETH moves in again, you raise your hand and chant the words that Nytrak taught you. At once a dense black cloud envelops the BRIMGETH and you move swiftly past him and over the bridge. Turn to **51**.

12

The goblin hands you the key, then suddenly scuttles back into the hole in the rock. You fit the key into the twelfth keyhole and turn it, and the door opens easily. You go through. Turn to **94**.

13

You close in battle with the GOLGOTH, but your magic shield will afford you some protection. Each blow from the GOLGOTH will cost you only 1 Strength point. Each blow from you to the GOLGOTH will cost it 2 Strength points as usual. You fight:

	Dexterity	*Strength*
GOLGOTH	9	12

If you win, turn to **8**.

14

The way East quite soon goes North, and so you begin walking cautiously North. Turn to **147**.

15

You walk East, towards the daylight. With no headstone to return to Nytrak, you have failed in your quest. Perhaps the next time, you will be successful.

16

The door opens as you pull the lever, and you go through. The passage widens steadily, and in the distance you can just make out what appears to be daylight. Turn to **67**.

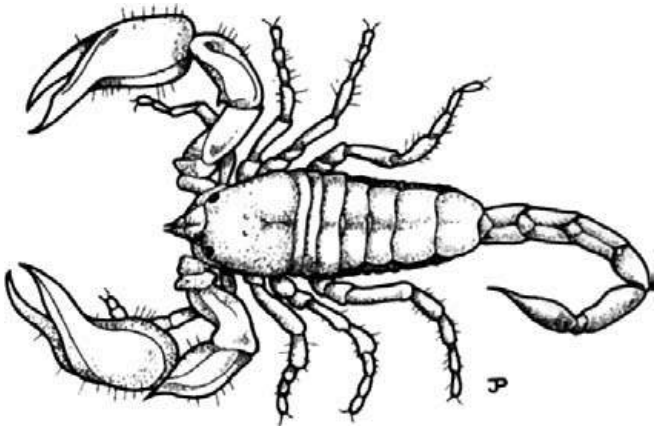
17

You take the passage North, and it continues for some way. However, you realise that it is turning to your right, and you follow the way East for a few minutes.

A sudden stab of pain in your foot makes you cry out – and you see that you have been stung by a scorpion! You lower your lantern, to see how bad the sting was, and as you do so, you are stung again. Lose 5 Strength points. You realise, with growing horror, that there are hundreds of small scorpions on the floor, and you hobble quickly away.

The stings are painful, but they will heal. You walk determinedly East for a short time, and then the passage goes South. You continue South, until you see that there is a way off to your right. Will you now:

Take the way West?	Turn to **81**
Continue South?	Turn to **183**



18

You follow the way North, until you arrive at another junction. On your left is a door, with a handle set in it. There is also a passage to your right. You could pull the handle set into the door, or alternatively, you could continue – or even go back South again. Will you now:

Try the handle?	Turn to **109**
Continue North?	Turn to **126**
Try the way East?	Turn to **82**
Go back South?	Turn to **70**

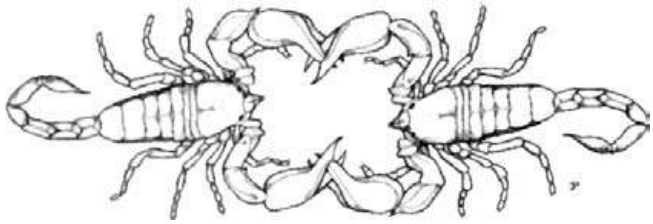
19

You follow the passage North for some way. The air is chilly and damp, and your lantern only just allows you to see ahead. But then you realise that the passage is turning to your left; you follow the way West, but after only a few minutes, you feel a sudden pain in your foot. You have been stung by a scorpion!

The creature scuttles away even as you realise this, and then you see that there are more of them – the floor of the passage is crawling with small scorpions, each only an inch or so long, but with a painful sting. You are stung again as you hobble quickly away. Lose 5 Strength points. Your stings will soon heal, but for the moment they make walking painful; however, you continue West, and then find that the passage turns South.

You follow the way South, until you see that there is a way off to your left. Will you now:

Take the way East?	Turn to **45**
Continue South?	Turn to **145**



20

Concentrating hard, you manage to keep your head and struggle to your feet. Ahead of you, you see a bubbling, slimy pit; you back warily off and return to the junction. Will you now go:

South?	Turn to **59**
West?	Turn to **130**

21

You are going East with a stone-built wall on your right. There is a passage on your left. Will you go:

North?	Turn to **198**
Continue East?	Turn to **178**
Back West?	Turn to **91**

22

The passageway ends at a solid rock face, but tunnels run both North and South. Will you go:

North?	Turn to **101**
South?	Turn to **125**

23

Back at the junction, you have a choice. Will you now go:

North?	Turn to **192**
West?	Turn to **130**

24

The door is as well-built and solid as it looks, and you succeed only in bruising your shoulder, despite your powerful shoulder-charge. Lose 3 Strength points, and if you are still alive, you have little option but to try to open the casket instead. Turn to **131**.

25

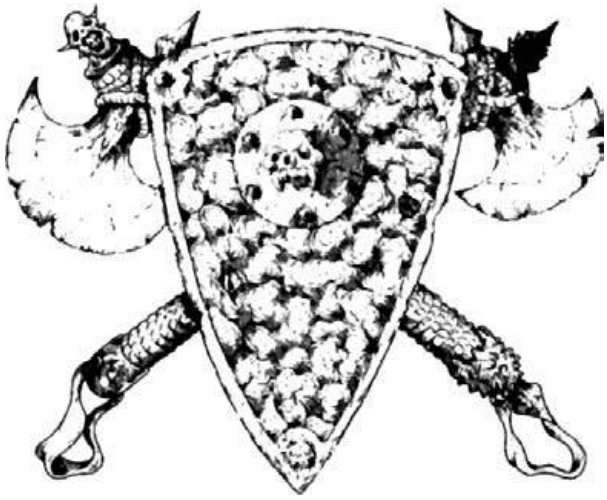
Going West, you soon arrive at a junction. Will you now:

Go North?	Turn to **17**
Go South?	Turn to **145**

26

Gain 1 Courage point for your brave stand, and continue North. You soon arrive at a junction. Will you go:

East?	Turn to **166**
West?	Turn to **32**



27

She looks delighted, and reveals that she has the third piece, hidden in the rocks behind her. You put it with the others in your backpack. It will cost you one more Strength point to carry it, but nevertheless, you are very pleased. Turn to **31**.

28

You continue South, until the passage turns East. You have walked only a few yards East, when your way is barred by a stout wooden door, bound in brass and with iron studs in it.

There are two levers in the door, one on the left and one on the right. There is some writing above them both, and as you move closer to read it, you see that at the top of the door is a brass plaque. The plaque bears the inscription, "All that is written above the levers is false."

Above the left-hand lever, you read,

This is the True lever.
The other lever leads to danger.

Above the right-hand lever, you read,

This is not the True lever.
The other lever will allow you out.

Will you pull:

The right-hand lever? Turn to **16**
The left-hand lever? Turn to **54**

29

You draw your sword and close in battle, cutting and thrusting against the terrible creature: but your blows seem to pass straight through it. The HOGROB can be defeated only by magic, and though you fight frantically, the black cloak billows out and envelops you in an embrace of death. Your adventure has ended here.

30

You continue East, and after a few minutes the passage turns North. You walk North for some time, until you get to a junction. Will you:

Take the way West? Turn to **158**
Continue North? Turn to **118**

31

You go South together, until you come to a junction. After some discussion, you decide that East is the best way to go now, and so you go together East. The passage East extends for some way, but eventually turns South.

You have walked only a short distance South when you are confronted by a monstrous, bear-like creature. It is a SPITSNIPE, with talons nearly a foot long. It gives off a fiery radiance as it opens its jaws and moves to attack.

Liamorra drives her halberd at it, and the SPITSNIPE smashes it with one blow of its great paw. She draws her sword and rushes to close in battle with it; you draw your own sword, but the passage is too narrow for you to be of any real assistance. Liamorra drives her sword at the SPITSNIPE again and again, but she is suffering terrible wounds from the great claws. With a sudden, mighty blow, the SPITSNIPE smashes her to the ground, and at last you have a chance to attack the wounded but enraged creature yourself.

	Dexterity	*Strength*
SPITSNIPE	7	6

If you kill it, turn to **113**.

32

You make steady progress West for some time, and then the tunnel turns North. You continue North until eventually you see that there is a tunnel on your right. Will you now:

Continue North?	Turn to **137**
Try the tunnel East?	Turn to **115**

33

You go steadily North for a few minutes, until you see that a tunnel runs off to your right. Will you:

Try the way East?	Turn to **124**
Continue North?	Turn to **9**

34

You press on, trying to close your ears against the shrieks, and to shield yourself against the swooping, gleaming skulls. At last they fade into the darkness behind, and you continue West. Turn to **97**.

35

You go North for some distance with a stone-built wall on your right. At the next junction will you go:

East?	Turn to **21**
West?	Turn to **138**
Back South?	Turn to **87**

36

You are going West with a stone-built wall on your right. You stop when you see that there is a door on your right. Will you:

Investigate the door?	Turn to **44**
Continue West?	Turn to **155**
Go back East?	Turn to **77**

37

After a short time, you find yourself at another junction. The passage continues West, but there is also a passage South. Or you could go back East. Will you now:

Continue West?	Turn to **179**
Go back East?	Turn to **4**
Try the way South?	Turn to **187**

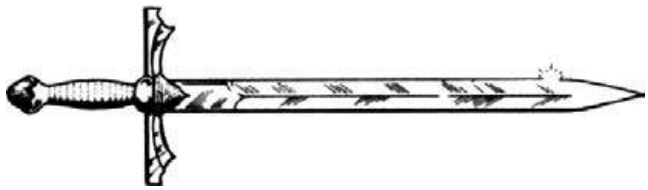
38

Turn to **165**.

39

After walking a short way, you reach something you recognise – the archway that you first came in through is on your right. Now, you can either go back North, or take the way East. Will you:

Go East?	Turn to **6**
Go back North?	Turn to **156**



40

The tunnel goes North, then turns sharply East. Quite soon, you arrive at a junction. Will you:

Go South?	Turn to **187**
Continue East?	Turn to **4**
Go back West?	Turn to **179**

41

Your courage fails you – you can no longer bear the terrible wailing of the skulls, and run back Westwards. Lose 1 Courage point, and turn to **97**.

42

As you take the passage North, you hear a cry. You push on, and the air is filled with cries, screaming at you to go back. For a moment your courage fails you – lose 1 Courage point. But, gritting your teeth, you press on. The passage soon turns East and you walk East, through the ruined mineworkings until you reach a new junction. Will you now go:

North?	Turn to **192**
South?	Turn to **59**

43

Warily, you walk forwards, holding the Silver Brooch. She snatches it, and bites it to test if it is real. Apparently satisfied, she leans back.

"You are foolish, Stranger," she tells you in her harsh, grating voice. "Go back out of here and take the way West. When you reach the next junction, the way West will eventually lead you to the HOGROB. It, like me, is immortal, and guards precious secrets. You might find that the way East holds fewer perils!"

Shaken, and wondering at the meaning of her words, you leave, going back North. Turn to **23**.

44

The door opens easily when you push it, and you find yourself in a large room with a stone-flagged floor. The room is completely empty except for three chests, one made of Gold, one of Silver, and one of Copper. On each chest, you can see that there are two inscriptions. You move forward to read them, but then see that there is a plaque set in the wall above them. The plaque bears the words, "The Secret *of* Samson rests in one *of* these chests. But beware – *one* chest bears false inscriptions, though the others are true."

You go over to the three chests: on each lid are two inscriptions. You read:

Copper: The Secret is not in here.
The Secret is in the Silver chest.

Silver: The Secret is in here.
The Secret is not in the Gold chest.

Gold: The Secret is in here.
The Secret is not in the Silver chest.

Will you open:

The Copper chest?	Turn to	**38**
The Silver chest?	Turn to	**185**
The Gold chest?	Turn to	**102**

45

You walk East for a short time, and then stop. You can hear a deep-throated growling, which seems to come from your right. There is a short passage that way, ending at a stone arch. Will you:

Take the way South?	Turn to	**164**
Continue East?	Turn to	**144**
Go back West?	Turn to	**25**

46

Going North, you again see quite soon that there is a way off to your left. Will you now:

Continue North?	Turn to	**19**
Take the way West?	Turn to	**81**

47

The rock door grates open, and you go through. The door at once closes again behind you.

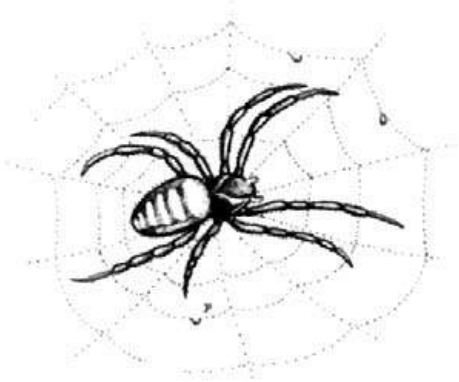
The passage continues North, and you tread warily – the ground is slippery and treacherous. After only a few more paces you have to stop: the floor of the mine has collapsed completely. You toss a piece of rock down the hole, and it is a long time before the echoes of its clattering descent fade. You will have to leap over.

Roll 2 dice. If the total score is less than your present Courage score, turn to **49**. If it is the same or greater, turn to **129**.

48

The tunnel goes North and then sharply West. You follow the tunnel West until you come to a new junction. At this junction will you:

Continue West?	Turn to	**37**
Go back East?	Turn to	**197**
Try the way South?	Turn to	**170**



49

You take a running leap – and land safely on the other side of the pit. Turn to **79**.

50

You try the shield and experience a sudden feeling of power. The shield is magic and will afford you extra protection in battle. You go back out through the door and continue East. Turn to **88**.

51

You continue North very cautiously. By the light of your lantern you see a piece of thin rope stretched across the ground in front of you and step over it. Continuing North, you almost at once see a passage on your right. Will you:

Try the new way East?	Turn to	**83**
Continue North?	Turn to	**184**

52

As you move swiftly past the dead LAPE, more of them drop from the roof. You prepare for another fight, but then you realise that the others are eating the body of the first! Disgusted, you hurry on East. Shortly you see a passage to your left. Have you met Liamorra? If so, then you continue East – turn to **78**. Otherwise, you go North – turn to **111**.

53

You fight the GOLGOTH unaided. Resolve your battle:

	Dexterity	*Strength*
GOLGOTH	9	12

If you win, turn to **8**.

54

You pull the lever – and a sudden terrible pain seems to burn behind your eyes. Lose 5 Strength points. If you are still alive, you may try the other lever – turn to **16**.

55

You continue North, plunging on through the morass, and you are relieved when quite soon, the ground becomes firm again. Restore the 3 Dexterity points that you subtracted for your battle against the KHARG.

You have gone only a few steps further, when an evil-looking, ape-like creature leaps out at you. You dodge away, and as you do so, a second creature lumbers into view. The two MORLOCKS move, grunting, towards you, and you prepare for battle. You must fight both at once.

This means that you fight the first MORLOCK as usual, but additionally, for each fighting round against the first MORLOCK, you also throw the dice for the second. If the second MORLOCK's *Fighting Power* is less than yours, you have fended off its blow in that round, and are uninjured by it. If its score is the same or greater, it has injured you, and you sustain one point of damage before turning to face the first MORLOCK again. If you kill the first MORLOCK, you must then fight the second to the death.

	Dexterity	*Strength*
First MORLOCK	9	8
Second MORLOCK	7	6

If you survive this battle, turn to **26**.

56

She bids you well, before walking away West. You find that the passage East is a long one, but it turns South after a time. After a short distance South, however, you are suddenly faced with a monstrous, bear-like creature. Its talons are each nearly a foot long, and as it opens its jaws to snarl at you, it seems to give off a kind of fiery glow. It is a SPITSNIPE. Have you got a magic shield? If so, turn to **122**. Otherwise you fight the SPITSNIPE unaided.

	Dexterity	*Strength*
SPITSNIPE	11	10

If you win, turn to **28**.

57

The NASNAs lie dead at your feet, and even as you watch, they begin decomposing! Swiftly you move on West, until you come to a junction. Will you now go:

North? Turn to **69**
South? Turn to **121**

58

Very soon, the tunnel turns South. There are strange scratching noises, and high pitched squeaks, and you stop. You realise that there are rats! The tunnel is infested with them, running and scurrying everywhere, but they are harmless, and so you hurry on South until you come to a new junction.

A passage leads off West, or you could continue South. Will you:

Take the passage West? Turn to **177**
Continue South? Turn to **74**

59

The way South ends quite soon. You are facing a stout wooden door. If you wish to investigate the door further, turn to **182**. If you would rather go back North instead, turn to **23**.

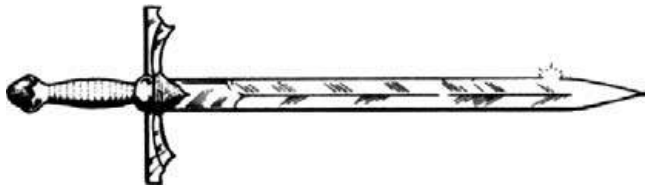
60

You continue South, hearing nothing but the echo of your own footsteps. After a while, the passage turns East, and you can hear the sound of running water. You continue East, until you find that there is no obvious way further.

In front of you is a gushing, bubbling torrent of water. You can see that it cascades from an opening in the rock high above, to your right, before hurtling through a natural trench ahead of you, and disappearing into a cavern on your left. You will have to wade across, and so, holding your backpack high above your head, you plunge in. It takes all your concentration and resolve to battle your way through the raging white water, but you at last reach the other side of the trench, and haul yourself out. You sit on the bank exhausted – lose 3 Strength points. When you are ready, you continue East – turn to **104**.

61

You take the three pieces of the headstone and fit them together. They form a cross against a finely-worked background. As you admire it, the bluish glow pulsates steadily, the cracks disappear, and the headstone is whole again! Delighted, you carry the stone towards the daylight ahead. Turn to **93**.



62

You head North for a while, but then the tunnel turns East. You go East and then stop as you hear a strange scuttling noise. A creature suddenly drops from the roof in front of you – it is black and insect-like but so monstrous that its head is above yours. Its powerful jaws drip saliva as it stares at you. You risk a quick look upwards – there are more of them. If you have a magic shield, turn to **167**; Otherwise you fight the LAPE unaided.

	Dexterity	*Strength*
LAPE	9	10

If you win, turn to **52**.

63

The tunnel runs North and then West. You follow the tunnel West for a short time and stop when you see a door on your left. Will you:

Try opening the door? Turn to **132**
Continue West? Turn to **123**

64

Going South, the mineworkings are in poor repair, and you have to duck under stalactites and clamber over rocks. The passage turns West, but you have taken only three paces in that direction, when a loud rumbling noise warns you of imminent danger. There is a sudden rock fall and you back off, but lose 1 Strength point as the rocks rain down. You struggle back out and return North. Turn to **147**.

65

The passage South is straight, and ends after a few minutes at a door, which seems to have several rows of keyholes set in it. Tunnels also run East and West. Will you:

Go West?	Turn to **196**
Go East?	Turn to **30**
Investigate the door?	Turn to **114**

66

Your Courage fails you – you can no longer bear the terrible screaming of the skulls, and you run back East. Lose one Courage point, as you run East and then South, stopping at a junction. Will you now go:

On South?	Turn to **195**
Try the new way West?	Turn to **158**
Back North again?	Turn to **118**

67

How many pieces of the headstone have you?

One?	Turn to **90**
Two?	Turn to **171**
None?	Turn to **15**
Three?	Turn to **61**

68

She wishes you good fortune, before heading away East. You go West, and have gone only a short distance before you hear a strange scuttling noise. A monstrous creature suddenly drops from the roof in front of you – it is black and insect-like, with powerful jaws. You risk a quick look upwards – there are more of them, and you swiftly move to attack the LAPE.

	Dexterity	*Strength*
LAPE	9	10

If you win, turn to **140**.

69

You go North for a short distance. All is silent except for the faint echoing drip of water from the roof. You soon arrive at a junction, and you can either continue North, or take the new tunnel West. Will you:

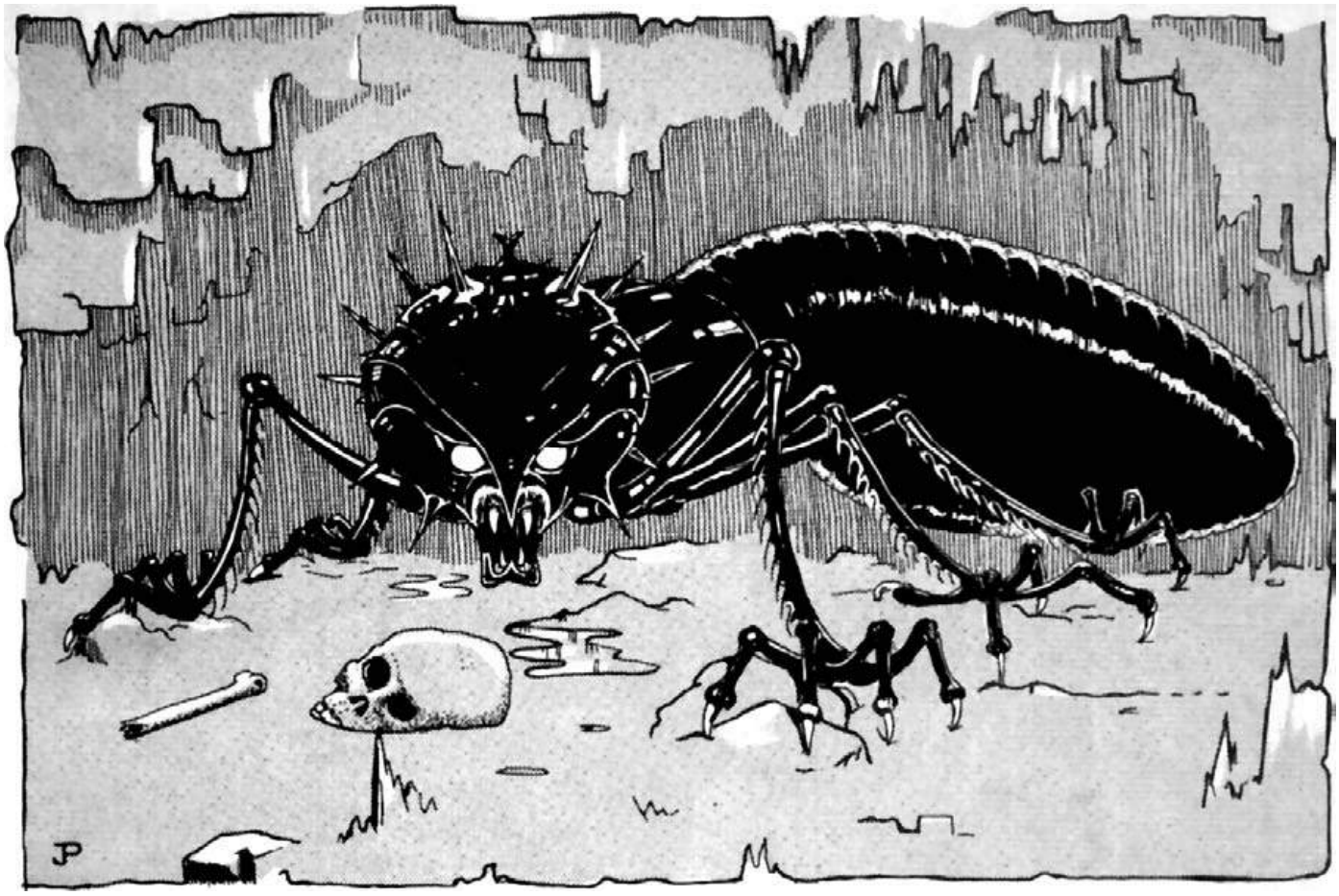
Continue North?	Turn to **46**
Go West?	Turn to **133**

70

Continuing, you see that there is a narrow tunnel to your right. If you wish to investigate it, you will have to crawl into it on hands and knees, holding your lantern and sword ahead of you.

Alternatively, you could continue South, or return North. Will you:

Take the tunnel West?	Turn to **100**
Continue South?	Turn to **60**
Go back North?	Turn to **18**



71

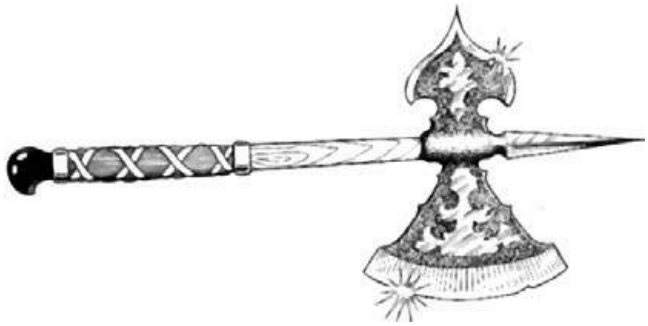
After going South a short way, you get to another junction. Will you go:

West?	Turn to	**73**
East?	Turn to	**22**
Back North?	Turn to	**3**

72

You get to a junction, and there are passages running both North and South. Will you go:

North?	Turn to	**193**
South?	Turn to	**71**



73

The way West ends at a stone-built wall. However, there are tunnels running both North and South along the wall. Will you go:

North?	Turn to	**186**
South?	Turn to	**2**

74

The way South is wide, and you make good progress – until your feet are suddenly snatched from under you, and you are hauled upside down, high into the air. You realise that you have stepped into some kind of snare, that you are strung up like a turkey on the end of a piece of tough rope.

You swing and struggle, trying to cut through the rope with your sword, but even as you do so, the full horror of the situation hits you: you are now being inexorably lowered, through a hole in the floor of the passage, into a pit of boiling, bubbling water. You struggle and twist, but to no avail – your adventure has ended here as you are boiled alive.

75

The key fits into the keyhole, and you turn it.

As you do so, a terrible, burning pain racks your whole body. You try to let go of the key, but cannot. You try turning the key back again, to get it out of the keyhole, and agonisingly slowly, it turns back. But the pain increases until, barely conscious and with a last desperate effort, you manage to remove the key and collapse to the ground, shaking from head to foot.

Lose 8 Strength points, and, if you are still alive, you get unsteadily to your feet again and take the other key from the casket – turn to **157**.

76

You raise the bottle to your lips and drink. Your whole body shakes, and for a moment it seems as though you are about to lose consciousness. But gradually, the feeling passes, and you feel suddenly immensely strong and fit. You have drunk a *Potion of Power*. Gain 7 Strength points, and continue North. Turn to **162**.

77

After a short way you are faced with a choice of directions to take. Will you:

Continue East?	Turn to **180**
Try the way North?	Turn to **143**
Go back West?	Turn to **36**

78

You walk East for some way and then follow the passage round to the South. As you walk South, you hear a snuffling noise ahead of you. You draw your sword as a monstrous bear-like creature approaches with powerful jaws and talons nearly a foot long. If you have a magic shield, turn to **122**. Otherwise, you fight the SPITSNIPE unaided.

	Dexterity	*Strength*
SPITSNIPE	11	10

If you win, turn to **28**.

79

The ground on the other si1de is slimy, and soon you are pushing your way through thick mud that reaches your knees. You can hear a deep-throated croaking noise from ahead, and a sudden, stinging whiplash catches you across the face. For a moment, your face feels afire, and you can barely see. Half-blinded, you draw your sword and move forward determined to join battle with whatever monster you are now faced with. Lose 2 Strength points.

You are facing a KHARG – a kind of giant toad, whose long tongue has a fierce sting. You fight the KHARG, his tongue constantly lashing at you, but because of the swampy ground you cannot move easily: subtract 3 Dexterity points from your present score for your fight against the KHARG.

	Dexterity	*Strength*
KHARG	7	8

If you defeat the KHARG, turn to **55**.

80

You eventually reach a junction, and you must now decide which way to go. Will you go:

East?	Turn to **175**
West?	Turn to **119**

81

You go West for a short distance, but stop as you hear a deep-throated, menacing growl from your left. There is a short passage that way, which ends at a stone arch. Beyond that is darkness. Will you:

Try the way South?	Turn to **164**
Continue West?	Turn to **25**
Go back East?	Turn to **144**

82

The passage is cold and narrow, and you move cautiously, a step at a time, your sword held in front of you. But you are not attacked, and the passage soon ends at a junction. Will you go:

North?	Turn to **46**
South?	Turn to **106**

83

Stumbling through the ruined mineworkings, you become aware that there is a passage to your left. Will you now:

Take the way North?	Turn to **135**
Continue East?	Turn to **84**

84

The way East turns North after a short time, and you push your way through the rubble until you reach another junction. Will you now go:

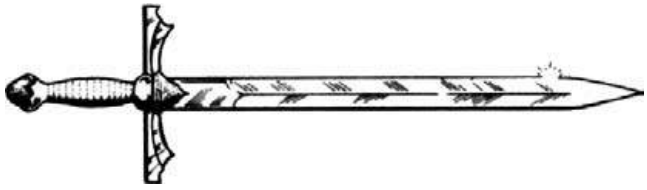
East?	Turn to **189**
West?	Turn to **160**

85

After only a few paces South, your foot catches a tripwire, and you feel a sharp pain in your shoulder.

You reach back and feel a small dart, and pull it out angrily. But even as you do so, you realise that your arm is going cold; it gets colder still, until it is numb. The numbness begins to extend to your chest, and finally to your legs – you collapse.

You have time to realise that the dart was fatally poisoned as blackness closes in. You have failed in your quest.



86

Going South, you clamber through the rocks and rubble until you can walk normally again. Your lantern casts threatening shadows, but no figure emerges to challenge you. Quite soon, the tunnel turns West, and you follow it until you see that there is a way to the North. You sit down and rest. You will need to think seriously before you decide what to do next. Will you:

Go North?	Turn to **135**
Continue West?	Turn to **134**

87

You go South for some distance with a stone-built wall on your left. The tunnel ends and there are passages to your left and right. Will you go: ,

West?	Turn to **120**
East?	Turn to **173**
Back North?	Turn to **35**

88

You continue East and fairly soon the tunnel turns South. You walk South a short way until you see a new passage on your left. Will you:

Go East?	Turn to **112**
Continue South?	Turn to **139**

89

The tunnel East is wider and higher, and you make good progress until, quite soon, you reach a junction. At this junction, will you go:

North?	Turn to **117**
South?	Turn to **141**

90

You take out the piece of headstone from your backpack, and begin walking East, towards the daylight. As you do so the blue glow from the marble becomes steadily stronger, but the marble itself becomes fainter. Within seconds, it has dematerialised.

Only when all *three* pieces of the headstone are put back together will you have the complete stone to return to Nytrak. You have failed this time – perhaps you will be more successful the next.

91

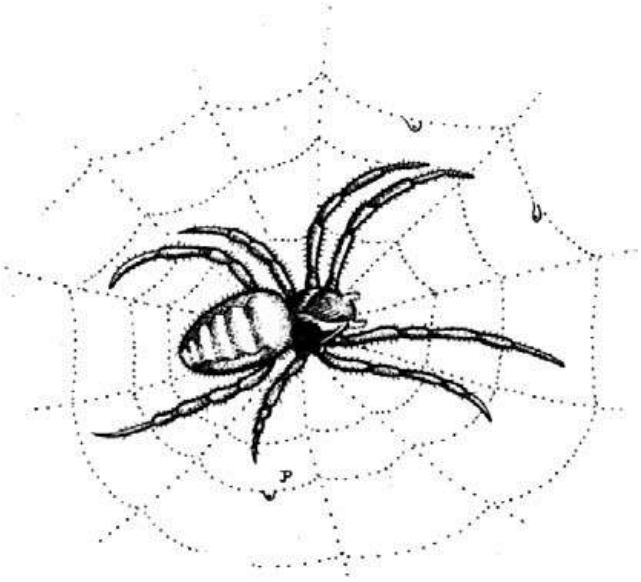
You soon find yourself at another junction. Will you:

Go South?	Turn to **87**
Continue West?	Turn to **138**
Go back East?	Turn to **21**

92

You push your way through the ruined mine, and find that you make quite good progress. After a few minutes, you see that there is a tunnel to the South. Will you:

Continue West?	Turn to **160**
Try the way South?	Turn to **86**
Go back East?	Turn to **189**



93

You emerge into the daylight; by your reckoning, you are East, and somewhat to the North of the place that you first entered.

You begin walking South-West. It is hard work, as the headstone is heavy, but you shortly see K'alkith in the distance, and make your way to Nytrak's home. Turn to **199**.

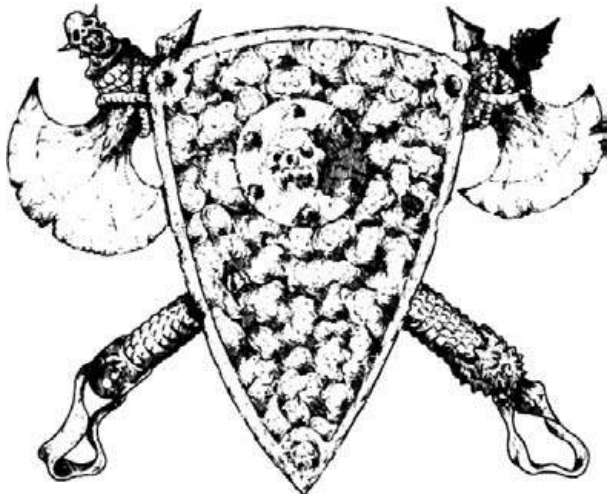
94

You have walked only a few paces South when there is a sound on your right. You turn to see a woman wearing an ornate helmet and carrying a halberd. She has a sword at her waist, and a dagger strapped to her thigh. She darts towards you, and you draw your sword.

"I am Liamorra," she says, in a voice as soft as silk. Her eyes mesmerise you for a moment, and as you stand there, her halberd suddenly whistles over your head. You snap back to full consciousness and close in battle.

	Dexterity	*Strength*
LIAMORRA	12	14

If you survive *two* fighting rounds, turn to **142**.



95

Turn to **128**.

96

"No silver!" she shrieks, and two more bolts of fire strike you. You turn and run clumsily away North, her fire-bolts exploding all around you. Lose 4 Strength points and 2 Courage points, and turn to **23**.

97

You stop at a junction. Will you now go:

South?	Turn to **168**
Continue West?	Turn to **119**

98

You are going East and stop when you see that there is a passage to the South. Will you:

Try the way South?	Turn to **87**
Continue East?	Turn to **21**
Go back West?	Turn to **138**

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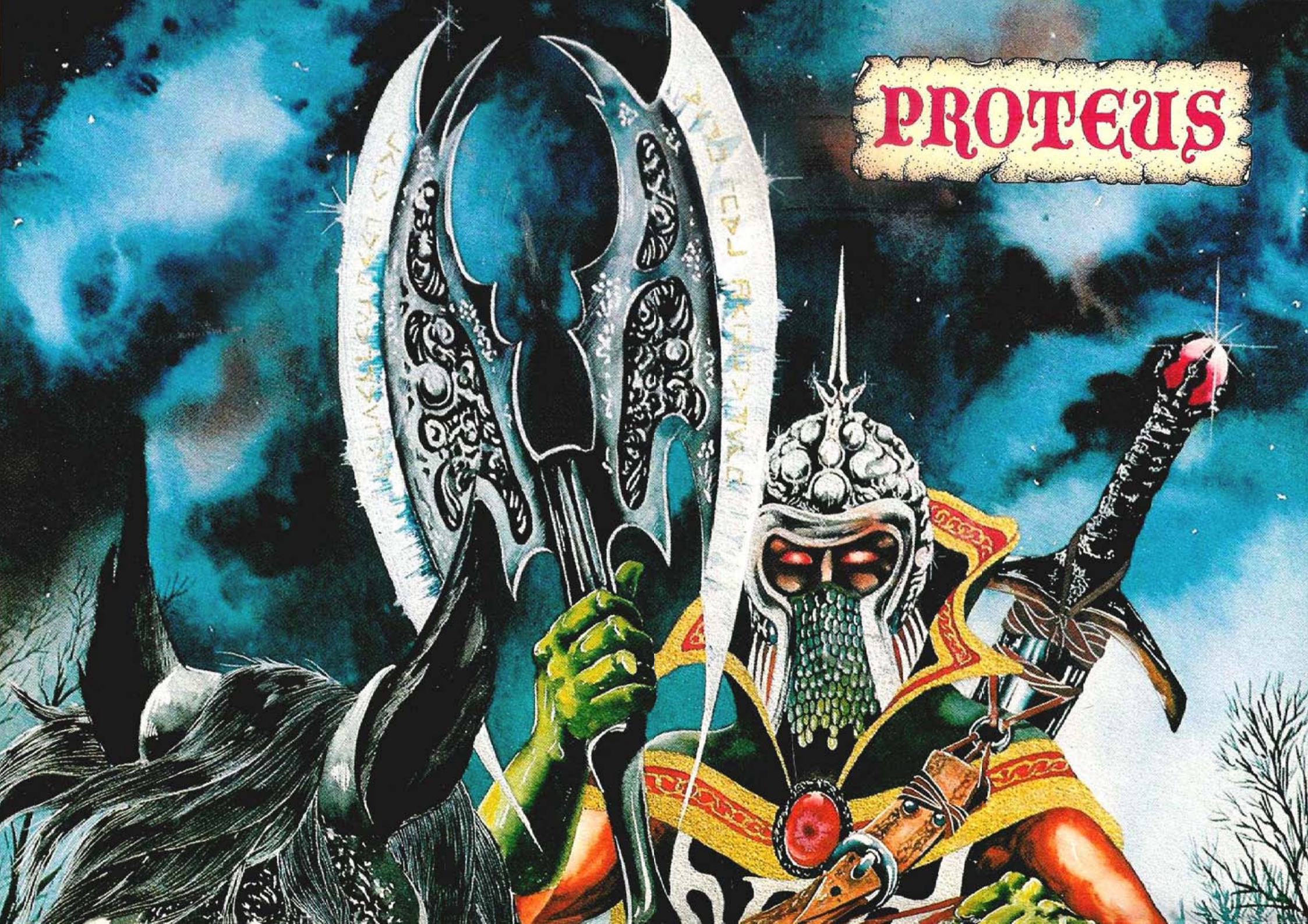
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99

You press on, past a passage on your left, and continue for some time. The tunnel turns North, and eventually you see a way to your right. Will you go:

East? Turn to **115**
Continue North? Turn to **137**

100

After a short time, to your relief, the tunnel becomes higher and wider, and you can walk normally. The tunnel ends at a solid wooden door, to which is nailed a piece of parchment. You look at the parchment, and read,

"Unless the Stone of Power is cast,
This door will ever be locked fast."

If you have a Stone of Power, turn to **146**.

If you have not, none of your efforts to break through the door will work. It is made of solid, brass-bound oak, and you will have to go back. Turn to **176**.

101

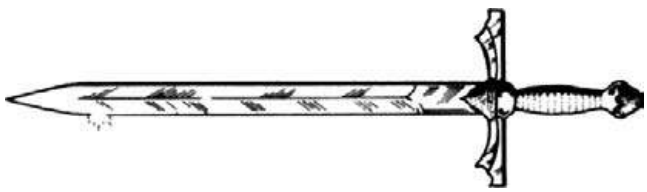
You make your way with some difficulty North. In places the mine has partly collapsed, and it costs you 3 Strength points as you struggle on. But eventually you have to give up – the mine has completely collapsed, and you are facing a wall of rubble. You will have to go back to the last junction.

At this junction, will you:

Go West? Turn to **194**
Carry on South? Turn to **125**

102

Turn to **165**.



103

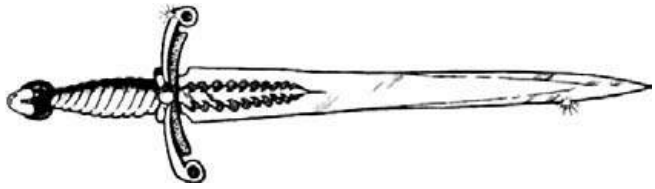
You search the BRIMGETH. Although his sword is a fine weapon, you find it difficult to use, and keep your own. However, you find a small bottle in his robes. Will you:

Drink the contents? Turn to **76**
Leave, and go on North? Turn to **162**

104

The way East soon turns North, and after going a short way North, you see that there is a way to your right. You peer into the passage with your lantern, and it seems familiar. After walking only a short way East, you come across the bodies of the NASNAs, and hurry back West. At the junction, will you now go:

North? Turn to **69**
South? Turn to **121**



105

You make your way East with some difficulty, past stalagmites and over piles of rubble. The passage is quite narrow, and as you squeeze through, it seems to you that the rock has a crystalline structure.

Even as you notice this, the rock itself appears to be moving. You watch, and a creature detaches itself from the rock wall and begins moving towards you. It is a DULGETH, a man-like being with a skin almost as tough as stone. You may use the Light of Darkness here if you wish – turn to **152**. Or you may fight the DULGETH – turn to **127**.

106

After going only a short way South, you see that there is a passage to your left. You walk warily down this new passage East, only to stumble over the bodies of the NASNAs. Quickly, you go back to the junction. Will you now:

Continue South? Turn to **121**
Go back North? Turn to **69**

107

You continue West, but then the passage turns North. You follow the way North, until you see that there is a low, narrow tunnel to your left. Will you:

Try the tunnel West? Turn to **100**
Continue North? Turn to **18**

108

The door grates open and you go through. At once it closes again behind you. You are in a passage going East. Turn to **105**.

109

You pull the handle cautiously – and the rock wall slides back. There is a dark passage ahead of you, and as you move forward to investigate, the rock door behind you slides back again.

You continue West, but after only a short distance the passage turns North. After going warily North for a hundred paces or so, the passage turns West again. You press on, in the cold, forbidding darkness, your lantern casting disturbing shadows, until your way is blocked by a wooden door.

You prepare to charge the door, but then step back, as you hear a ghastly, deep-throated shriek from beyond. The door is blasted away by a wild-eyed creature who reaches for you, screaming. His right arm ends in a curved dagger, and as he smashes through the remains of the door, you close in battle with the KIFE.

	Dexterity	*Strength*
KIFE	8	10

If you defeat the KIFE, turn to **110**.

110

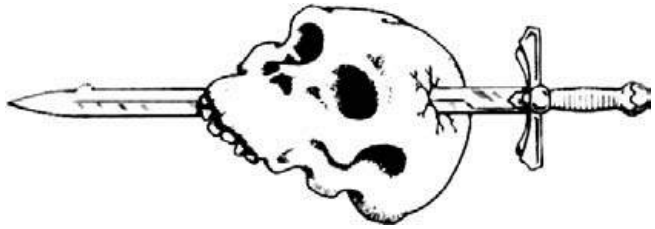
You search the dead KIFE. His long curved dagger seems to be no better a weapon than your own sword, and so you leave that. But he wears a Brooch of Silver, which you feel might be of some possible use, so you take it and put it in your backpack before continuing West. Turn to **58**.

111

After only a few paces North, you hear a noise on your left. You turn to see a woman wearing a winged helmet and fine armour. She has a sword at her waist, and carries a halberd. You draw your sword. "I am Liamorra," she says, and as you stand there, her eyes begin to mesmerise you. She makes a sudden move with the halberd and you snap back to full awareness, and close in battle.

	Dexterity	*Strength*
LIAMORRA	12	14

After *two* fighting rounds, turn to **142**.



112

You have gone only a few paces East, when you see lumbering towards you, and almost as wide as the tunnel, a huge ape-like creature, carrying a club. It is a GOLGOTH. Have you got a magic shield? If so, turn to **13**. Otherwise turn to **53**.

113

Sorrowing, you bury Liamorra. Even more determined now, you hurry South; the passage turns East quite soon, until your way is barred by a brass-bound wooden door, set with iron studs.

There are two levers set in the door, one on the left and one on the right. There is some writing above them both, and as you look closer, your attention is caught by the brass plaque set into the top of the door. The plaque bears the words, "All that is written above the levers is false." Above the left-hand lever, you read,

This is the True lever.
The other lever leads to danger.

Above the right-hand lever, you read,

This is not the True lever.
The other lever will allow you out.

Will you pull:

The right-hand lever?	Turn to **16**
The left-hand lever?	Turn to **54**

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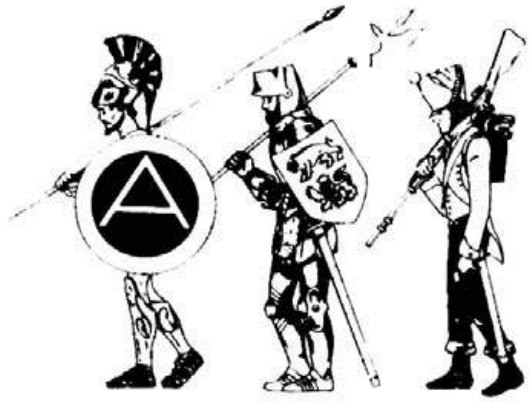

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114

As you examine the door, a small, goblin-like creature darts out from a tiny opening in the rock wall. You raise your sword, but he shrinks back, and cries, “Wait! I am the keeper of the keys. I can tell you how to open the door.” You lower your sword, and he continues, “The door, as you see, has 39 keyholes in it, while I have only thirty keys.” He holds out a large brass keyring, with the thirty keys on it. You are puzzled, and the goblin giggles at this. “Fear not,” he continues, “only one key is necessary to open the door. None of the others will work.”

The goblin giggles again, and tells you: “Twice the number inscribed on the correct key, when added to half of the total number of keys I hold, is the same as the total number of keyholes in the door behind me. Which key would you like?”

When you have worked this out, turn to the section which has the same number as the correct key.

115

After making your way with some difficulty through the mineworkings, the passage becomes wider and higher. But there is something wrong. You stop for a moment, as the shadows from your lamp form strange shapes. As you watch, the shadows form and re-form until there is some kind of figure facing you.

You step back as the shadows finally settle into the shape of a black cloak. The cloak weaves in the half-light, moving towards you, but you can see no creature inside the black folds.

From the darkness of the cloak, a skeletal hand with razor-edged talons darts out – you leap back, and the hand hisses past your face. Yellow eyes gleam now in the blackness of the cloak, and there is a triumphant wild shrieking, echoing in the tunnel. You can hear your own heart racing, but stand your ground against the HOGROB. If you still have the Light of Darkness, and wish to use it here, turn to **153**. Otherwise turn to **29**.

116

The tunnel East soon turns North and, after a short time, West. The air feels oppressive and threatening. You stop – ahead of you, part of the mine has collapsed; you climb with great care over the pile of rubble, fearing a rockfall. Jagged edges of shattered pit-props cut at you, and fragments of rock graze your hands and arms.

Gritting your teeth, you clamber over and through the rockfall, and press on. Almost at once, the tunnel turns North, and you have gone only a few hundred paces when you hear an ominous rumbling sound. As you stand there, a pit-prop suddenly shatters, and you raise your shield only just in time to save yourself from injury from the flying, jagged splinters. But the walls are cracking, and you realise that this section of the mine is about to collapse as well. Have you learnt the Secret of Samson? If so, turn to **169**. Otherwise turn to **154**.

117

You press on North, and then the tunnel quite soon turns East. You have gone East only a short distance when you see a door on your right. Will you:

Try to open it?	Turn to **151**
Continue East?	Turn to **88**

118

As you press on North, you notice that it is becoming colder. The cold gets steadily worse, your breath freezing in front of your face, and the rock walls on either side are covered with a bright sheen of ice. Lose 3 Strength points as the icy air saps your energy. If you are still alive, you push onwards, and gradually the temperature begins to return to normal.

The tunnel turns West, and you hear a cry. The lantern does not seem to penetrate the blackness ahead of you, and as you move warily forwards, a gleaming skull swoops at you! Within seconds, the tunnel is filled with wailing, shrieking skulls, diving and swooping all around you. Roll 2 dice. If the total is less than your current Courage score, turn to **34**. If the total is the same or greater, turn to **66**.

119

You continue West without incident for a time, and then you see that there is a passage South. Will you:

Continue West?	Turn to	**92**
Try the way South?	Turn to	**5**

120

You continue West but after only a short time, you find yourself back at the archway through which you first came in. Now, you must either go back East – turn to **6**, or try the way North – turn to **156**.

121

Your lantern casts menacing shadows as you press warily on. But you see nothing except your own breath, misting in the cold air.

The passage turns West, and you can hear the sound of rushing water. You move on, but soon see the source of the noise you heard – there is a raging torrent in front of you. A waterfall cascades from an opening in the rock on your left, and the water crashes through a natural trench immediately ahead of you, before disappearing into a cavern on your right.

You realise that you will have to wade across, and so you hold your backpack high above your head and plunge in. The raging white water nearly carries you away, but you concentrate on reaching the opposite bank, and at last you do. It was an exhausting task, and costs you 3 Strength points.

When you are ready, you continue West – turn to **107**.

122

Your magic shield will protect you in this battle and you will lose only 1 Strength point for each blow the SPITSNIPE scores. Your blows will cause 2 Strength points of damage to the SPITSNIPE as usual.

	Dexterity	*Strength*
SPITSNIPE	11	10

If you win, turn to **28**.

123

The way West soon turns South and you go South for a short distance until you see a tunnel on your right. Will you now:

Go West? Turn to **7**
Continue South? Turn to **141**

124

The way East ends after a short distance, at a North-South junction.

Will you go:

North? Turn to **118**
South? Turn to **195**

125

The tunnel goes South and then turns sharply West. You follow the way West for a short distance until you see that there is a passage off to your right. Will you:

Try the way North? Turn to **143**
Continue West? Turn to **36**
Go back East? Turn to **180**

126

You have gone only a short way North before you see that there is a new passage off to your right. Will you:

Take the passage East? Turn to **45**
Continue North? Turn to **17**
Go back South? Turn to **145**

127

Resolve your battle:

	Dexterity	*Strength*
DULGETH	11	12

If you win, turn to **14**.

128

You shake hands, and wish each other success in finding all three pieces of the headstone. You walk together to the end of the passage, where there is a junction. Will you go:

East? Turn to **56**
West? Turn to **68**

129

Your nerve almost fails you at the last second, and you jump badly. You crash into the opposite side of the pit, your fingers scrabbling for a hold. You manage, after a supreme effort, to haul yourself up and out of the pit. Lose 3 Strength points and 1 Courage point, and turn to **79**.

130

The passage goes West, and then turns South. It ends at a junction. Will you now go:

West? Turn to **99**
East? Turn to **172**

131

You lift the lid from the casket, and as you do, a cloud of dust is released. You jump back, and watch in amazement as the dust forms itself into a ghostly figure. The figure weaves in your lamplight for a few moments, then suddenly it speaks, in a hoarse whisper: "There are two keys to the door within this casket – one of Copper and one of Bronze," you hear. The voice continues: "Above each key are two statements. One pair of statements are both true, but of the other pair, only one is true, the other false. You must reason out which is the True key if you wish to go further."

As you watch, the ghostly figure evaporates, and you move slowly to the casket. Inside, you see that there are indeed two keys, on a bed of purple velvet – a Bronze one on the left, and a Copper one on the right.

Above the Bronze key, you read:

This is the True key.
The Copper key is the True key.

Above the Copper key is written:

This is the True key.
The Bronze key is the false key.

Will you choose:

The Copper key? Turn to **157**
The Bronze key? Turn to **75**

132

The door opens easily and you walk into a small room. On the wall opposite is a row of shields. Will you:

Try one? Turn to **148**
Leave and continue West? Turn to **123**

133

The passage West is cold and narrow, and you continue cautiously until you come to a junction. Ahead of you is what looks like another stone door: looking closer, you see that it has a handle set in it.

However, the passages also run North and South, and you must decide what to do. Will you:

Go North? Turn to **126**
Go South? Turn to **70**
Try the handle? Turn to **109**
Go back East again? Turn to **82**

134

You go West, having to hold your breath as your passage brings up clouds of dust and fumes. You press on quickly, until you find yourself at a junction. The tunnel runs North-South, and you must choose which to take. Will you now go:

North?	Turn to **184**
South?	Turn to **85**

135

You go North, scrambling over the ruined mineworkings, your sword ever at the ready, but you are not attacked. For a moment, you feel totally lost and helpless, in the cold and darkness. But then you stop, put away your sword and try to think. Your panic subsides.

You press on, and at the next junction, you must choose to go either West or East. Will you go:

East?	Turn to **191**
West?	Turn to **149**

136

Your courage fails and you turn quickly, trying to run back along the passage. The sudden movement only increases your dizziness and, in your confusion, you slip and fall. As you slide down the sloping passage, you realise the ground is swallowing you up! With no-one to help you, you will slowly drown in this filthy pit of slime. Your quest is over.

137

After only a few paces, your way is blocked by a smooth rock wall. You search for levers or keyholes, but in vain. You have no choice but to go back and try the way East. Turn to **115**.

138

You soon arrive at another junction. Will you go:

North?	Turn to **40**
South?	Turn to **39**
Back East?	Turn to **98**

139

You walk South and the tunnel almost at once turns West. You walk West for a short while, and then follow the tunnel as it turns North. There is a tunnel on your left. Will you:

Continue North?	Turn to **117**
Try the way West?	Turn to **7**

140

As you move swiftly past the dead LAPE, more of them drop from the roof. You prepare for another fight, but then you realise that the others are eating the body of the first! Disgusted, you hurry on West, and the passage soon turns South. You follow the way South until you get to a junction. Will you:

Try the new way East?	Turn to **89**
Continue South?	Turn to **64**

141

The way South turns East, and you walk East for a short distance, and then follow the tunnel as it turns North. Soon you see that there is a new way on your right. Will you:

Try the way East?	Turn to **112**
Continue North?	Turn to **63**

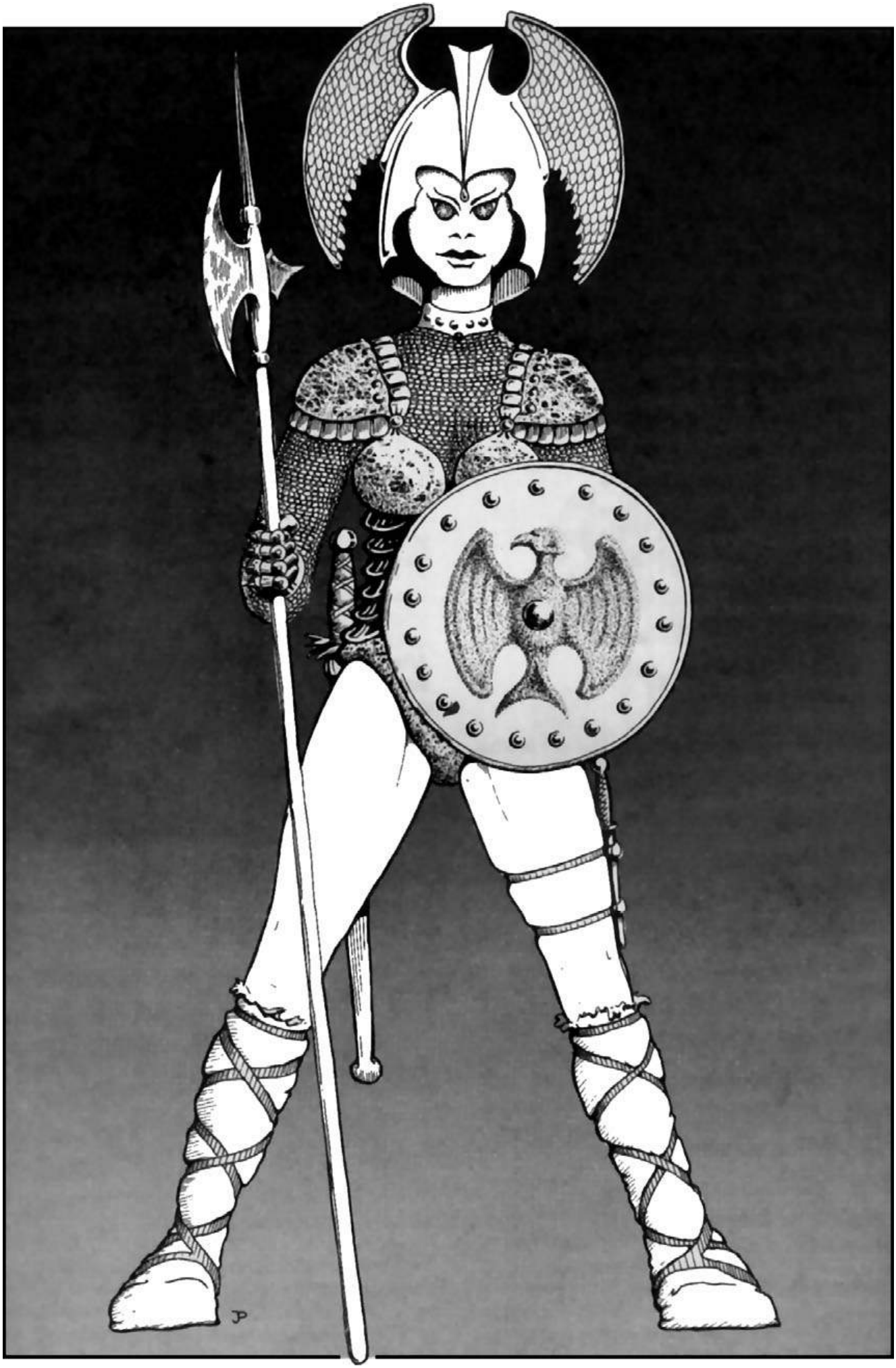
142

You both stand back, a little breathless.

"Who are you?" Liamorra calls. "If you are a Dagraig I will fight you to the death!"

You explain the purpose of your quest – to recover the pieces of the headstone, and bring the headstone back complete to K'alkith. She smiles: "My mission is the same," she tells you, then asks, "How many pieces have you found?" Can you answer:

One?	Turn to **128**
Two?	Turn to **27**
None?	Turn to **95**



143

You are going North with a stone-built wall on your left, and you arrive at a junction. Will you:

Continue North?	Turn to	**186**
Try the way East?	Turn to	**150**
Go back South?	Turn to	**2**

144

You soon arrive at another junction. Will you now go:

North?	Turn to	**19**
South?	Turn to	**183**

145

Going South, you soon notice that there is what seems to be another stone door, on your right. Opposite, is a tunnel East. You examine the door, and see that there is a handle set in it. Will you now:

Continue South?	Turn to	**70**
Try the handle?	Turn to	**109**
Take the tunnel East?	Turn to	**82**
Go back North?	Turn to	**126**

146

Drawing back your arm, you hurl the stone with all your strength. There is a blinding flash of light as the stone strikes the door, and acrid smoke billows out into the passage. Coughing, you wave away the smoke, and as it gradually clears, you can just make out a faint bluish glow ahead of you.

You walk cautiously through the charred remains of the door, and into a very small room. On the floor, at your feet, is a piece of marble, and it is this that is giving off the faint blue light.

You are delighted – you have found one of the pieces of the headstone. You place it in your backpack: it is heavy, and will cost you 1 Strength point to carry it with you.

You quickly get out of the tiny room, crawl back out of the tunnel and get back to the junction. South, you can hear the sound of rushing water, and you go North. This time, when you reach the door on your left with the handle set in it, you decide to try pulling the handle to see what happens – turn to **109**.

147

You are walking North. The mineworkings are in very poor repair, and again you have to struggle over rocks and under stalactites. However, after a few minutes, you see that there is a tunnel to your right. Will you:

Take the way East?	Turn to	**89**
Continue North?	Turn to	**62**

148

The shield is magic and will give you extra protection in battle. Pleased with your find, you leave and continue West. Turn to **123**.

149

After a short time, the passage West turns South, and you make your way through with some difficulty, until you see that there is a way to the East. Will you:

Try the way East?	Turn to	**83**
Continue South?	Turn to	**85**

150

Very soon you arrive at another junction. Will you now:

Take the way North?	Turn to	**3**
Continue East?	Turn to	**22**
Go back West?	Turn to	**73**

151

The door opens and you walk into a small room. On the wall opposite you, is a row of shields. Will you:

Try one?	Turn to	**50**
Leave and continue East?	Turn to	**88**

152

You point your finger at the DULGETH, and chant the words taught to you by Nytrak. At once the DULGETH is completely enveloped by a dense black cloud, and you dash past, going East. Turn to **14**.

153

As the HOGROB advances towards you, its cloak billowing and its eyes gleaming with evil and power, you call out the magic words that Nytrak showed you, back in K'alkith. At once a black cloud envelopes the HOGROB, and you hurry past – but even as you do so, one of its talons slices into your arm, and it screams in fury and triumph.

You dash East, its screams fading quickly behind you, and stop to examine your wound. It is a deep gash in your sword-arm, and costs you 4 Strength points. If you are still alive, you may look around further: there is an alcove in the wall on your left, and your attention is caught by a glow from something resting on a shelf in the niche. As you move closer, you see that the bluish glow emanates from a piece of marble: you have found one of the pieces of the headstone! You place it at once into your backpack. Its weight means that it will cost you 1 Strength point to carry, but it is well worth the effort, and you carry on East.

You stop under an ornate archway; carved into the archway are the words "Labyrinth of the Lost". You take a deep breath and walk under the archway. There is a tunnel immediately to your left, or you could continue East. Will you:

Try the way North? Turn to **156**
Go East? Turn to **6**

154

You can see the walls caving in; pieces of rock shatter away from the roof. The cracks in the walls get bigger, and you try desperately to hold the walls apart as they threaten to crush you, using all your strength and concentration. But despite all your efforts, there is a sudden explosive collapse, and you are buried alive in the Mines of Malagus. Your quest is over.

155

You are going West, with the stone-built wall on your right. You very soon reach another junction. Will you now:

Take the way North? Turn to **35**
Continue West? Turn to **120**

156

After walking a short distance North, you come to a junction. Will you:

Continue North? Turn to **40**
Go East? Turn to **98**

157

Tentatively, you try the key. The iron door grates open, and you move through. The passage runs North, but you carefully examine the East and South walls for any levers or hidden passages. The East wall appears to be natural rock, but the Southern wall is very smooth, and so you search carefully for any keyhole or handle. However, you find none, and so your only choice is to go North. Turn to **188**.

158

The way West ends after a short distance, at a North-South junction. Will you now go:

North? Turn to **9**
South? Turn to **65**

159

You continue East without incident for a while. Then you notice that there is a passageway to your right. Will you:

Try the new way South? Turn to **168**
Continue East? Turn to **175**

160

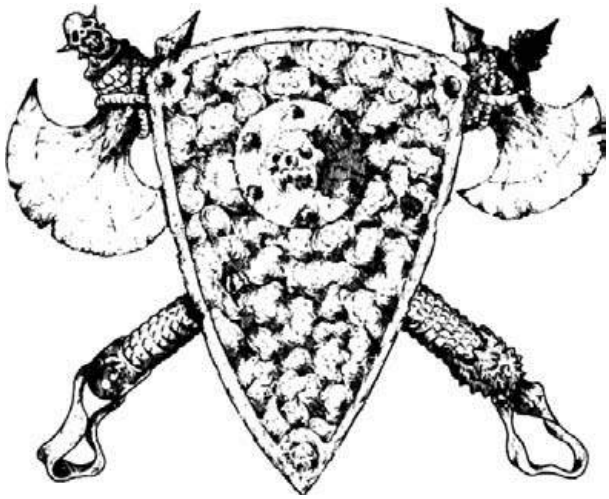
You have gone only a short distance before you see a new way South. Will you:

Take the way South? Turn to **161**
Continue West? Turn to **149**

161

You go South safely, and arrive at a junction. Will you now go:

East? Turn to **84**
West? Turn to **134**



162

You cross over the stone bridge and continue North. You almost break a trip-wire, but notice it in the light from your lamp just in time to avoid breaking it. You step over it and then stop for a moment – behind you, you can hear stirring noises, and make out what looks like a shadowy figure moving. Fearing that the BRIM-GETH may have powers of rejuvenation, you head quickly on North, but soon notice a passage to your right. Will you:

Try the way East? Turn to **83**
Continue North? Turn to **184**

163

After walking a short distance East, you stop before an ornate archway. Carved into it are the words, "Farewell, Stranger." However, there is also a tunnel to the North. Will you now:

Go through the archway? Turn to **116**
Go back West? Turn to **72**
Go North? Turn to **48**

164

Your sword and shield at the ready, you approach the arch. You can see little in the darkness beyond, but the growling has now become a full-throated roar. You are facing a beast the size of a tiger, but the shape of a wolf. Its fangs are fearsome, its claws razor-sharp, and it circles you warily, eyeing your sword.

There is no other way to go, and you realise that you are trapped with this terrible creature. It pads forward, and then moves back, ready to spring. You realise that unless you can get in a lucky blow with your sword, it will tear you to shreds. As you raise your shield, Nytrak's words come back to you. This is the CROCOTTA. You whip the cord from your backpack and throw it. As the CROCOTTA springs, the cord catches its legs, and whips around its jaws.

It falls in a snarling heap at your feet, and you are about to run out again when you realise that it has a collar, bearing the inscription: "The Stones of Power". The studs in the collar are an unimpressive slate-grey, but you consider that they might be of use to you in your quest. You hold down the CROCOTTA's head with your shield, pull out one of the studs, and pocket it. Swiftly, you take the cord of Nytrak, and run out again, North. Back at the junction, will you now go:

East? Turn to **144**
West? Turn to **25**

165

As you lift the lid from the chest, a jet of choking gas catches you full in the face, and within seconds fills the room. You stagger back towards the door, blinded and coughing. Lose 4 Strength points. If you are still alive, you push your way back out of the door again and into the passage, and get your breath back. You must now choose to go either East or West. Will you go:

East? Turn to **77**
West? Turn to **155**

166

After walking only a short distance East, you see that there is a passage on your left. Will you:

Try the new way North? Turn to **42**
Continue East? Turn to **172**

167

Your magic shield will protect you in this battle and you will lose only 1 Strength point for each blow the LAPE scores. Your blows will cause 2 Strength points of damage to the LAPE as usual.

	Dexterity	*Strength*
LAPE	9	10

If you win, turn to **52**.

168

Your lantern casts constantly-moving, threatening shadows, but you continue South without incident for some way, stopping when you see that there is a passage on your left. Will you:

Take the way East?	Turn to **124**
Continue South?	Turn to **65**

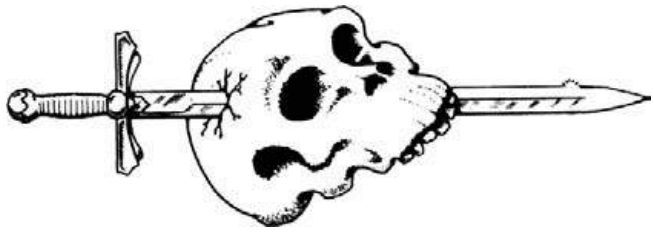
169

You brace yourself, one hand against each wall, as they threaten to collapse in on you, and call out the magic words. It takes enormous strength and concentration, but the walls hold, and gradually the air becomes quiet again. You take a deep breath before walking on determinedly North. Turn to **181**.

170

You go South for only a short distance before you see that there is a passage off to your left. Will you now:

Take the way East?	Turn to **163**
Continue South?	Turn to **71**
Go back North?	Turn to **193**



171

You take out the two pieces of the headstone from your backpack and fit them together. As you walk East, towards the daylight, the blue glow from the marble intensifies, but as you watch, it slowly de-materialises.

Only when all *three* pieces of the headstone are fitted together will it remain whole. You have failed in your quest – perhaps next time, you will be successful.

172

You go East for some while, and stop when you see that there is a door on your right. The tunnel continues East, but also there is a passage directly opposite the door, due North. Will you:

Continue East?	Turn to	**30**
Try the way North?	Turn to	**33**
Investigate the door?	Turn to	**114**

173

You realise, as you walk warily down the passage, that the wall on your left has been built by hand from the stones of the mine itself. Continuing, you soon find a door on your left, set into the wall. Will you:

Try to open the door?	Turn to	**44**
Continue East?	Turn to	**77**
Go back West?	Turn to	**155**

174

You press on, despite the wailing, shrieking skulls all around you, and eventually they fade into the darkness behind. The passage turns South, and you follow it for some way. You notice that it is becoming colder, and as you continue it becomes colder still. Lose 3 Strength points as the icy air saps your energy. If you are still alive, you continue South until you see that there is a passage on your right. Will you now:

Take the new way West?	Turn to	**158**
Continue South?	Turn to	**195**

175

As you go East, you are aware of voices. Faint at first, they get gradually louder – laughing, shrieking and wailing. Your steps falter, and then from out of the blackness a gleaming skull swoops at you! In seconds the tunnel is filled with shrieking, wailing skulls, all swooping and diving at you. Roll 2 dice. If the total is less than your current Courage score, turn to **174**. If the total is the same as, or greater than your current Courage score, turn to **41**.

176

Back out of the tunnel again, you may either go North – turn to **18** – or South – turn to **60**.

177

The passage West very soon turns North, and you follow it for a long time. Although there are strange noises, and you are wary of every shadow, you encounter no dangers. Eventually, the passage turns East, and after only a short distance, your way is barred by an iron door.

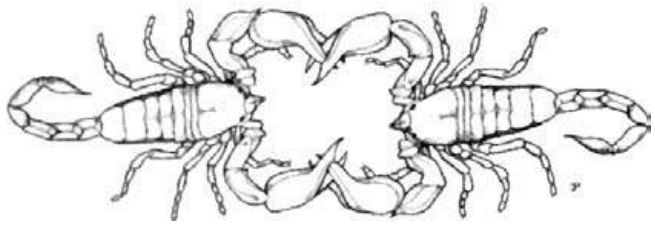
You put away your sword and look carefully at the door. There is a keyhole set in it – and then you notice, in a niche on your left, a small metal casket. Will you:

Try to open the casket?	Turn to	**131**
Try charging the door?	Turn to	**24**

178

You follow the passage East with the stone-built wall on your right, until the passage turns sharply South. You go South for a short distance, and arrive at a junction. Will you now go:

East?	Turn to	**150**
Continue South?	Turn to	**2**
Back North?	Turn to	**186**



179

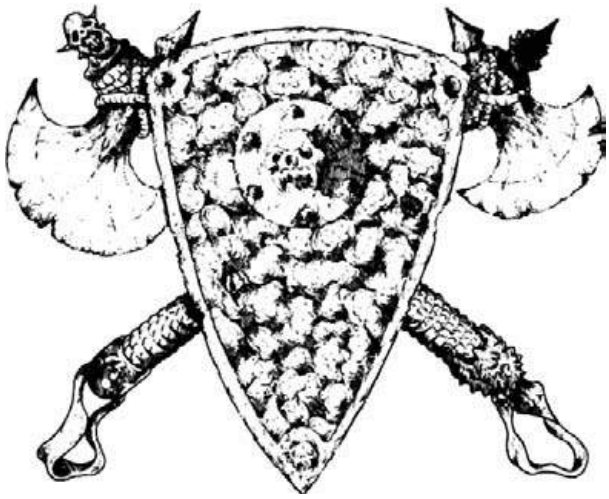
The tunnel goes West for a short time, and then turns sharply South. After only a short distance, you see that there is a passage on your left. Will you:

Continue South?	Turn to	**39**
Go back North?	Turn to	**40**
Try the way East?	Turn to	**98**

180

Heading East, you soon find that the passage turns North, and after a short distance you see that there is a tunnel to your left. Will you:

Continue North?	Turn to **101**
Try the way West?	Turn to **194**



181

The passage soon ends at a junction, and you can see very little in either direction. However, you must make a choice. Will you go:

East?	Turn to **159**
West?	Turn to **92**

182

You examine the door for keyholes, but you can see none, and you can find no handles or levers either. You take two steps back, put up your shield and charge the door. It shatters, and as you stumble into the room a bolt of white light explodes in your face, blinding you for a moment. Lose 3 Strength points as you fall backwards in a heap on the floor.

The young woman facing you draws back her hand and another bolt of light explodes beside you.

"I am Quorost the Immortal," she grates. "Have you brought me silver?"

Have you got a Brooch of Silver? If so, turn to **43**. Otherwise turn to **96**.

183

You go South. The passage is cold and damp, and even the light from your own lantern casts strange and fearful shadows. But soon you reach a junction, and now you may either:

Go West	Turn to **133**
Continue South	Turn to **106**

184

The way North turns East after a short while, and so you continue that way. However, quite soon, you see that there is a new way South. Will you:

Go South? Turn to **161**
Continue East? Turn to **191**

185

You open the chest. Inscribed inside the lid are the words:

"The Secret of Samson contained herein
Conveys the power of an army of men."

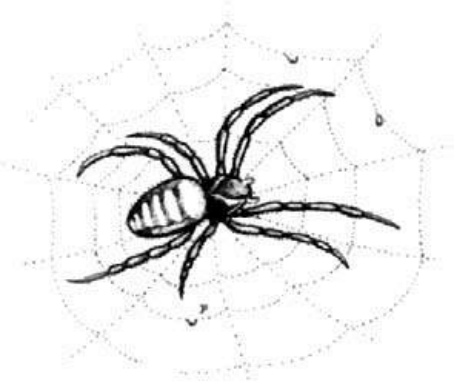
Inside the chest is nothing but a very old piece of parchment, with some strange characters on it.

You read –

"Bri tereth atar beremith
Y toth valadar chaolith."

You memorise the words. This Secret of Samson will be of value to you in your quest. You leave, back through the door you first came in. Will you now go:

East? Turn to **77**
West? Turn to **155**



186

The tunnel goes North, and then turns West. The stone-built wall is now on your left. You follow the tunnel until you come to another junction. Will you now:

Go North? Turn to **198**
Continue West? Turn to **91**
Go back East? Turn to **178**

187

Very soon you arrive at another junction. The wall ahead of you is stone-built, and passages run East and West alongside it. Will you go:

East? Turn to **178**
West? Turn to **91**

188

There is a stone bridge ahead of you. You begin walking cautiously across, when a sudden movement from your right catches your attention. Instinctively, you duck and wheel, ready for battle, but this is no ordinary opponent. As you take up your fighting stance, your shield weaving and your sword at the ready, you see that facing you, impassively, is a BRIMGETH.

The BRIMGETHs are famous warriors, and you have time to note the gleaming, ornate sword that he leans on. He raises his sword in a kind of salute, and as he faces you across the bridge, you can see his fine shield and battleaxe. There is a flash of light as the blade whistles at you, and you parry the blow with your own shield only just in time. You drive in a straight thrust with your sword, but the BRIMGETH evades it easily.

You are well-matched, and this will be a tough fight. If you wish to use the Light of Darkness here, turn to **11**. Otherwise, you close in battle.

	Dexterity	*Strength*
BRIMGETH	11	16

If you survive this terrible battle, turn to **103**.

189

You push your way East through the ruined mine, and find that you are making good progress. You stop when you realise that there is a tunnel on your right. You walk a few paces down. There is a strange feeling in the air, and even the air itself tastes bad. If you wish to take the tunnel South, turn to **5**. If you would rather continue East, turn to **159**.

190

The rock door slides open slowly, making a harsh grating noise, and you step through into a passage facing West. Immediately, the door shuts again behind you. There are no handles or levers on this side, so you cannot go back now. You walk cautiously West, your lantern throwing strange shadows, then stop as you hear an odd tapping noise from ahead of you.

Into the dim lamplight a strange figure emerges. It is only half a man, having half a face, half a body, one leg and one arm. It is a NASNA, and carries in its one hand a vicious-looking dagger. It moves with great skill on its single leg, and you draw your sword**.** As you do so, a second NASNA appears. The first NASNA was the left side of a man, and now it is joined by a right-sided one. The second NASNA is holding a powerful meat-hook, about a foot in length. They close on either side of you and your battle begins. Fight the two NASNAs as one creature.

	Dexterity	*Strength*
NASNAs	10	8

If you defeat them, turn to **57**.

191

Continuing, you see another way South. But you could still press on Eastwards. Will you:

Try the way South?	Turn to **86**
Continue East?	Turn to **189**

192

As you continue North, you find the floor of the passage becoming slippery and treacherous. Although you try to tread warily, you lose your footing and slip. As you struggle to your feet you feel yourself becoming dizzy. You try taking a few deep breaths, but to no avail – the air is stale and bad. Roll 2 dice. If the total is less than your current Courage score, turn to **20**. If the total is greater than or the same as your current Courage score, turn to **136**.

193

At the next junction, will you go:

East?	Turn to **197**
West?	Turn to **37**

194

At the next junction, will you:

Try the new way North?	Turn to **3**
Continue West?	Turn to **73**

195

You follow the passage South for some way further. The passage eventually turns West and you continue until you reach a junction, with a passage leading off to the North. However, you notice a large wooden door on your left. Studying it more carefully, you discover that there are three rows of thirteen keyholes in the door. Will you now:

Investigate the door further?	Turn to **114**
Continue West?	Turn to **196**
Take the passage North?	Turn to **33**

196

You follow the passage cautiously for some time until you see a passage off to the North. Will you:

Take the new passage North?	Turn to **42**
Continue West?	Turn to **99**

197

The tunnel continues East, then turns sharply South. You follow the way South for only a short distance before you reach a junction. On your left is an archway, inscribed with the words "Farewell, Stranger", and on your right is a passage West. Will you:

Go East, under the archway?	Turn to **116**
Go West?	Turn to **72**

198

You very soon find yourself facing a rock wall. There are passages to the left and right, or you could go back South and try another way. Will you:

Go East?	Turn to **4**
Go West?	Turn to **179**
Go back South?	Turn to **187**

199

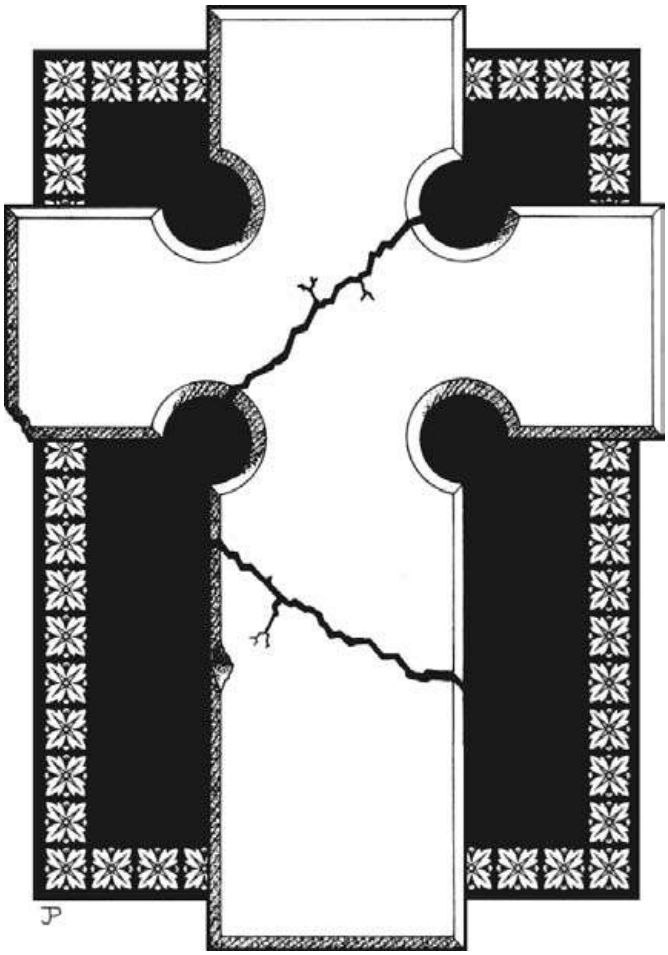
Nytrak opens the door to you, and takes the headstone.

"We cannot thank you enough, Stranger," he says. "You are the first ever to survive the perils of the Mines of Malagus. I shall replace the headstone at the grave of Kaokah, and our village will no longer live in fear of the Dagraigs."

He hands you a heavy leather bag. "There are a hundred gold pieces in there," he tells you. "It is a small reward for your great achievement. And you are welcome to stay in our village for as long as you wish." Turn to **200**.

200

You thank Nytrak for the gold, and make your way back to the tavern, smiling to yourself in spite of your injuries and weariness. You decide that you will order the finest meal that the landlord can provide, and stay, for a while at least – until you set forth on a new quest.



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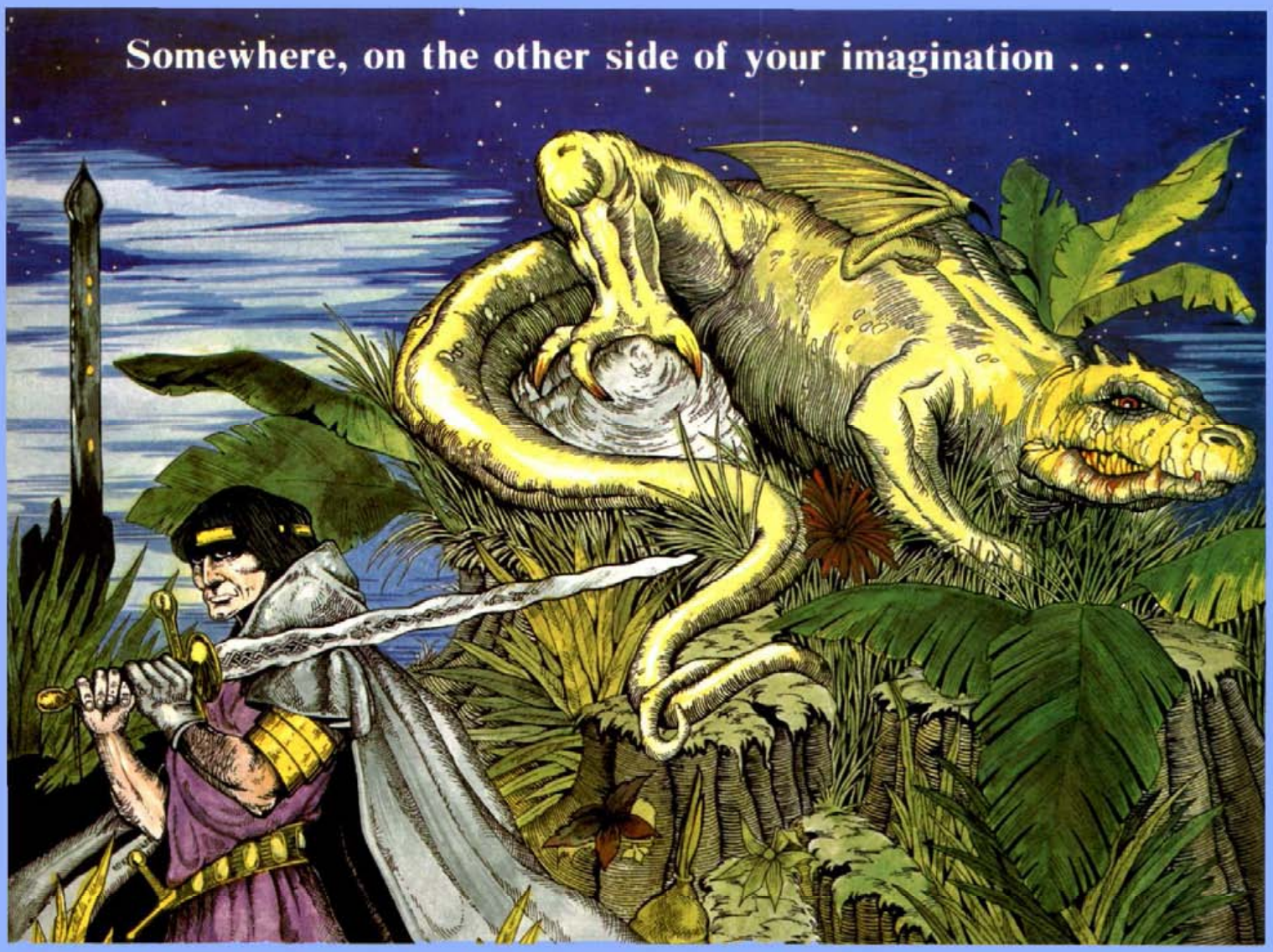

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